



AXIOM
HOLOGRAPHICS



New Giant Hologram Arcade Machines

Hologram Arcade Machines



Traditional arcade machines have flat screens, but this is a new technology that uses lasers to project holograms into the air.

Imagine the delight of children when they play a game where the animals are giant holograms that are as big as them.

Click [here](#) for a YouTube video and see all available games.



Dimensions



This giant hologram arcade machine measures approximately 5 meters by 4.5 meters and is 2.9 meters high.

The giant hologram arcade machine takes up to 4 people at a time who sit at the back of the room on an elevated platform and use giant joypads. Each seat & joypad rumble according to the actions of the individual players. For example, the individual seats will rumble when their car bumps into a wall.

The players use giant joypads. These are very much loved by customers as their size is considered a great novelty.

The Creators



This device is made by Axiom Holographics, who typically make hologram tables and rooms for governments and military facilities worldwide. But now this very advanced technology has moved into the entertainment industry.

Axiom also owns and operates the "Holoverse" branded chain of hologram entertainment centres around the world. Holoverse is presently open in Brisbane, Gold Coast, Oman, Finland, and Bangalore, with new stores planned for Sydney, Texas, and Osaka.

Click [here](#) for a YouTube video about the Holoverse Centres



Game Types:



JUNGLE CRANE

This is a holographic mix of a claw machine and Match-3 game. Use your crane to lift animals out of holes. Try to remember where they are and find a matching animal somewhere else on the board.



CAVE EXPLORERS

Play with or against a friend in a holographic game of spotting differences in ancient cave drawings. Progress along the path and collect rare treasures along the way!



RALLY RACER

A holographic version of slot car racing. Players race cars around a series of up to 6 different tracks.



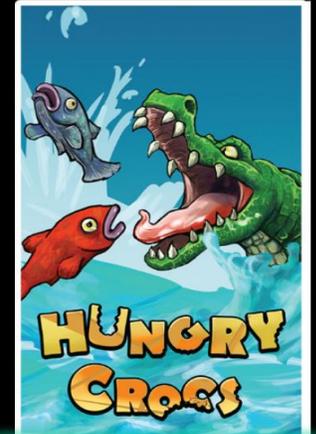
DINO DASH

Players control villagers and gather fruit from a giant tree while dodging stampeding dinosaurs. In the final level, players attack each other with fruit they've collected!



CATAPULTS & CASTLES

Use your catapult to throw rocks and destroy two villages and a castle, uncovering treasure in the process.



RALLY RACER

You and your opponent both control 6 crocodiles on each side of the river. Use your crocodiles to eat fish as they swim past. In a bonus round, you can eat two lost explorers who float by!

The machines come with six different games, with many more games currently in development. Currently, the available games are displayed above (There are 4 “Play as Enemies” and 2 “Play as Friends” games)

EASY ★

RALLY RACER



Rally Racer is a unique racing game where the players control the acceleration and braking of their car whilst the game handles the navigation around the track automatically. The goal of Rally Racer is to be the first person to complete all of their laps before the other players. The person who wins the most out of 3 total tracks is the winner.

EASY



HUNGRY CROCS



Hungry Crocodiles, the goal of Hungry Crocodiles is to press your joypad's colour that matches your crocodiles' colour to eat fish; the winner is the person with the highest points at the end of 3 rounds. This is easy for younger children as they randomly hit the buttons on their joypad.

EASY ★



CATAPULTS

&

CASTLES

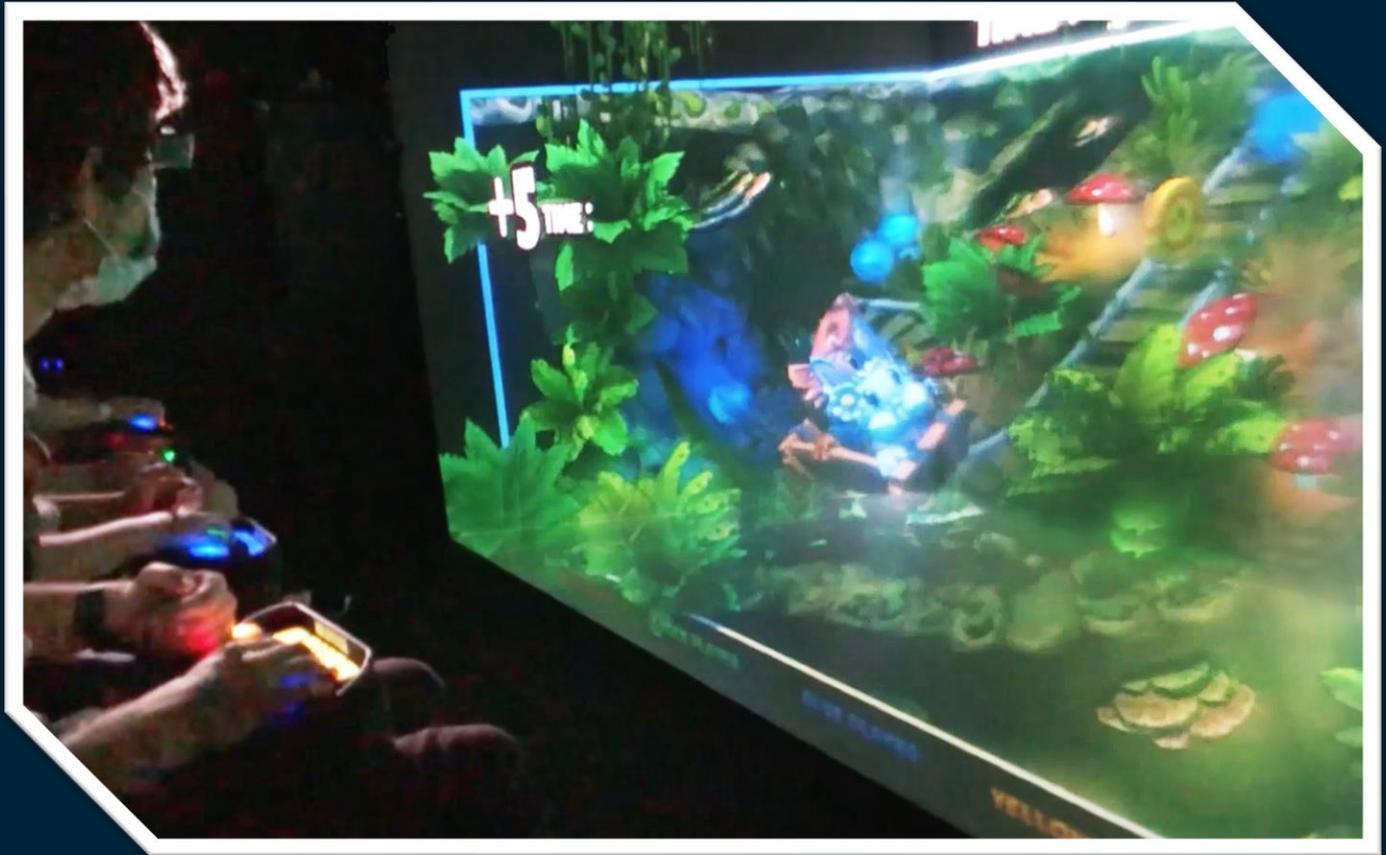


Catapults and Castles is a free for all game where you control medieval catapults to destroy buildings by launching rocks at them. Each building has a different treasure with a specific number of points chosen randomly at the start of each round; the person with the highest points at the end of all three rounds is the winner.

EASY



Dino Village Battle is a free for all game where you control a pterodactyl with the joystick that will drop fruit when you press any of the buttons on the joypad. The goal is to lead dinosaurs into your enemy's villages and destroy the villages to get points; at the end of each round, you get to decide what to upgrade for the following round, these upgrades are as follows: Speed, Fruit, Walls. The person with the most points at the end of all three rounds is the winner.



Cave Explorers is a team-based spot the difference game; two tablets are displayed in the middle of the screen. The players must find the difference corresponding to the section of the tablet, which is represented by a colour. For example, if the difference is in the red area, the player(s) will have to press the red button to confirm they have found the difference. The goal of Cave Explorers is to complete all three levels before the time runs out.



Jungle Crane is a team-based memory matching game; the players control two cranes used to grab animals from holes in the ground; the holes have an arrangement of animals that the players need to grab two matches with their two cranes. The goal of Jungle Crane is to clear the entire board(s) before the time runs out.

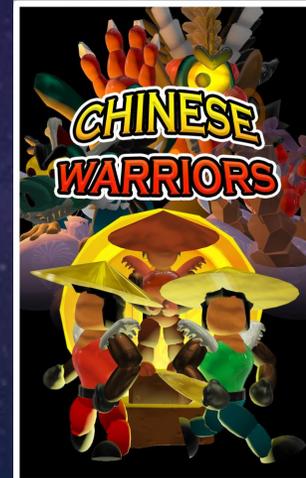
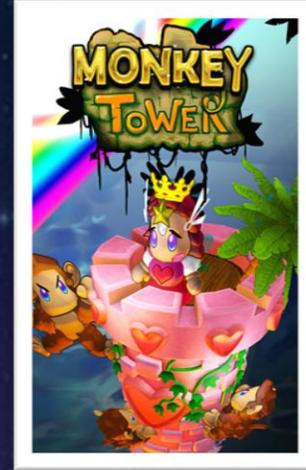
Future Games



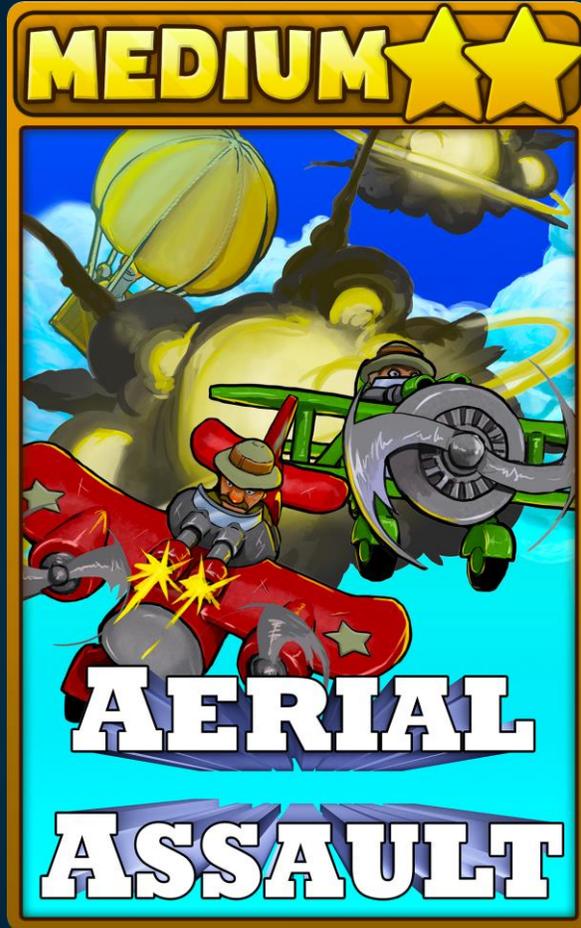
The games are all very high quality, and, at present, they are done in a "Nintendo" style where the graphics are cartoonish and brightly coloured. Axiom has 18 games for this system that are over 80% complete. New games will be released around four times a year.

Normally, Axiom Holographics makes very advanced military and government products. The reason Axiom is producing high-quality content at a faster rate than anyone else in the field is because they use a very advanced AI system, they created that does the programming for them.

Instead, not one line of code in any of their games was written by a human being. Instead, their artists answer questions, and the computer takes the information and writes the program for them. This system was built by Axiom Holographics for simulation purposes but is now put to use in creating high quality gaming content.

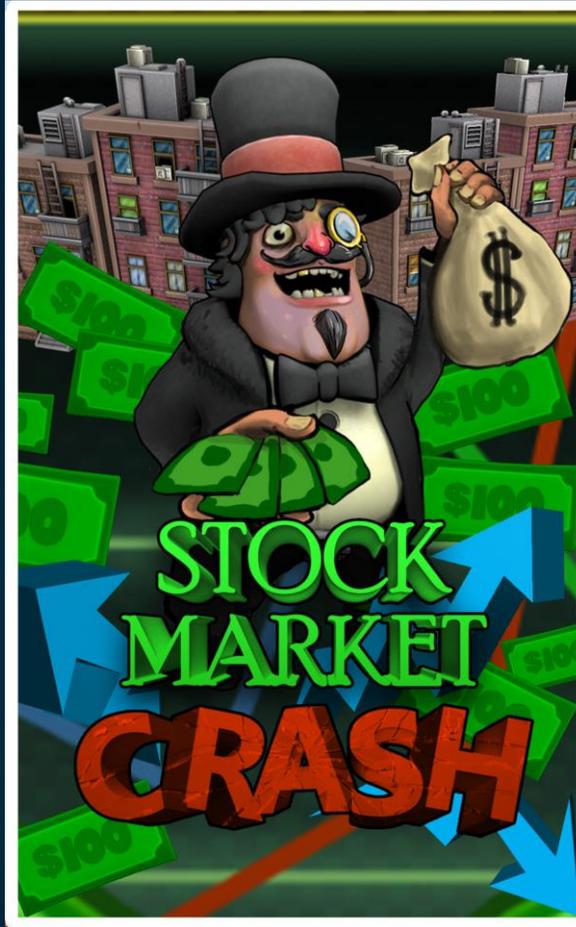
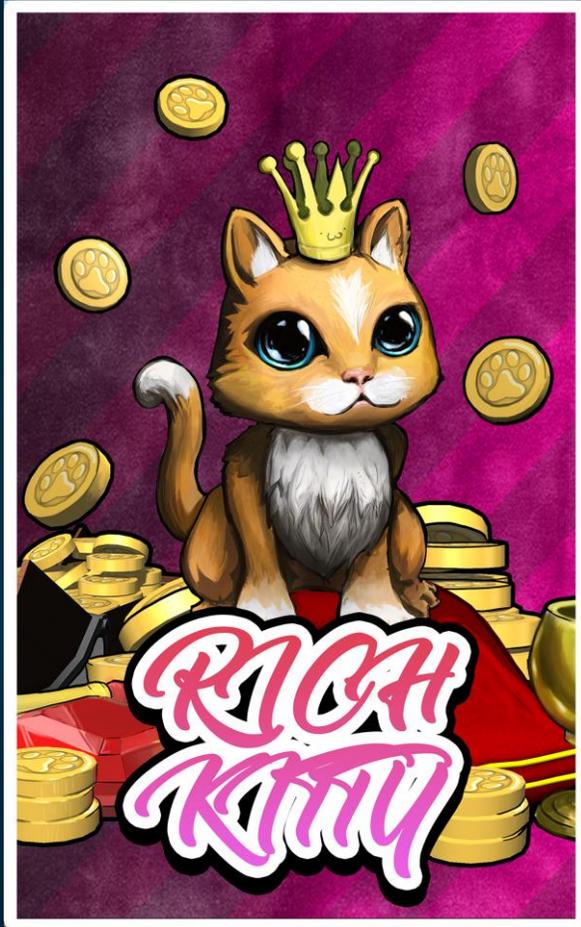


Games Currently In Production



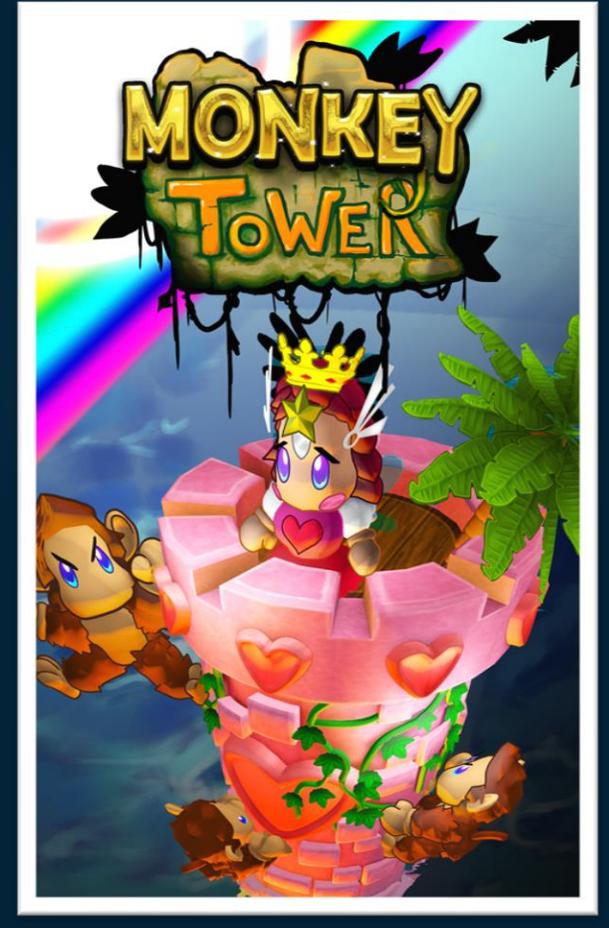
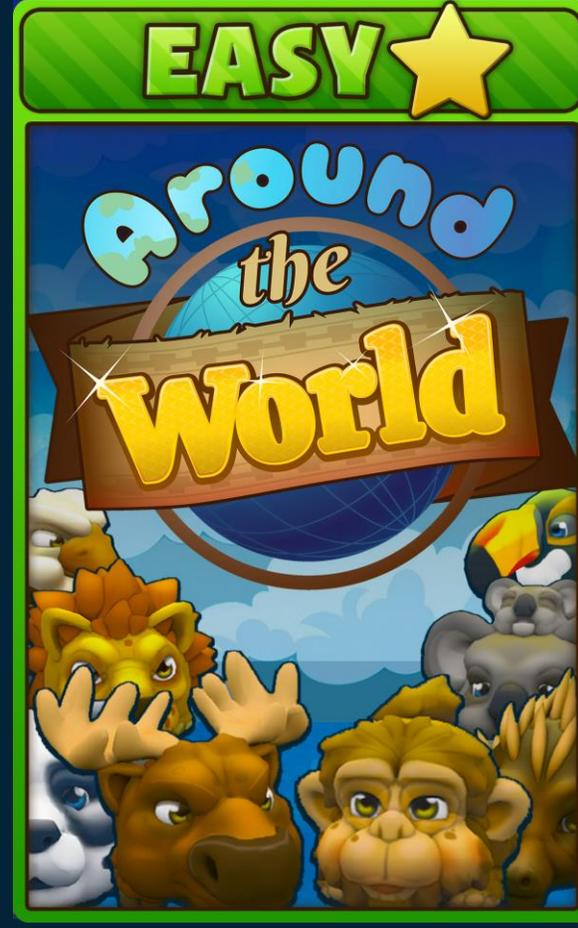
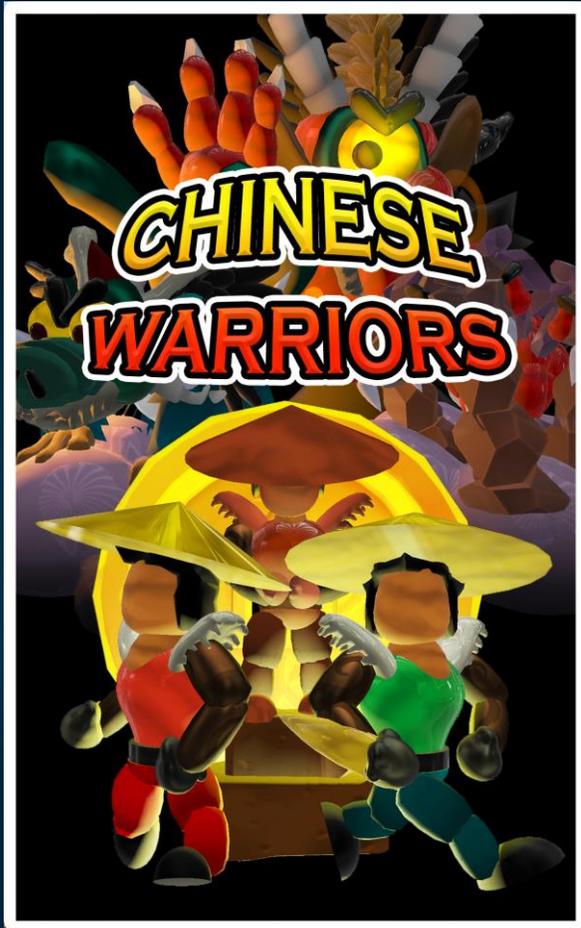
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Points Card Prize System



When you play as enemies, you compete to be in first place to choose your prize at the end of each game. The winner will be able to smash a virtual egg that will reveal a random prize to win. Once they have won, a prize will drop via a vending machine built into the walls of the giant arcade machine.

When you play as friends, the prize is determined based on two factors. The game you play and or the difficulty within the chosen game. For example, in Jungle Crane, the goal is to clear the board to win a prize; the number of boards to clear is determined before the game starts by the players, and they are shown what prize will be won if the players clear the number of boards they have selected.

The games can be set to dispense a certain number of points onto standard point card systems like Intercard, Embed, Sacoa, LAI etc. and can give different amounts of points for the different levels of the prize.



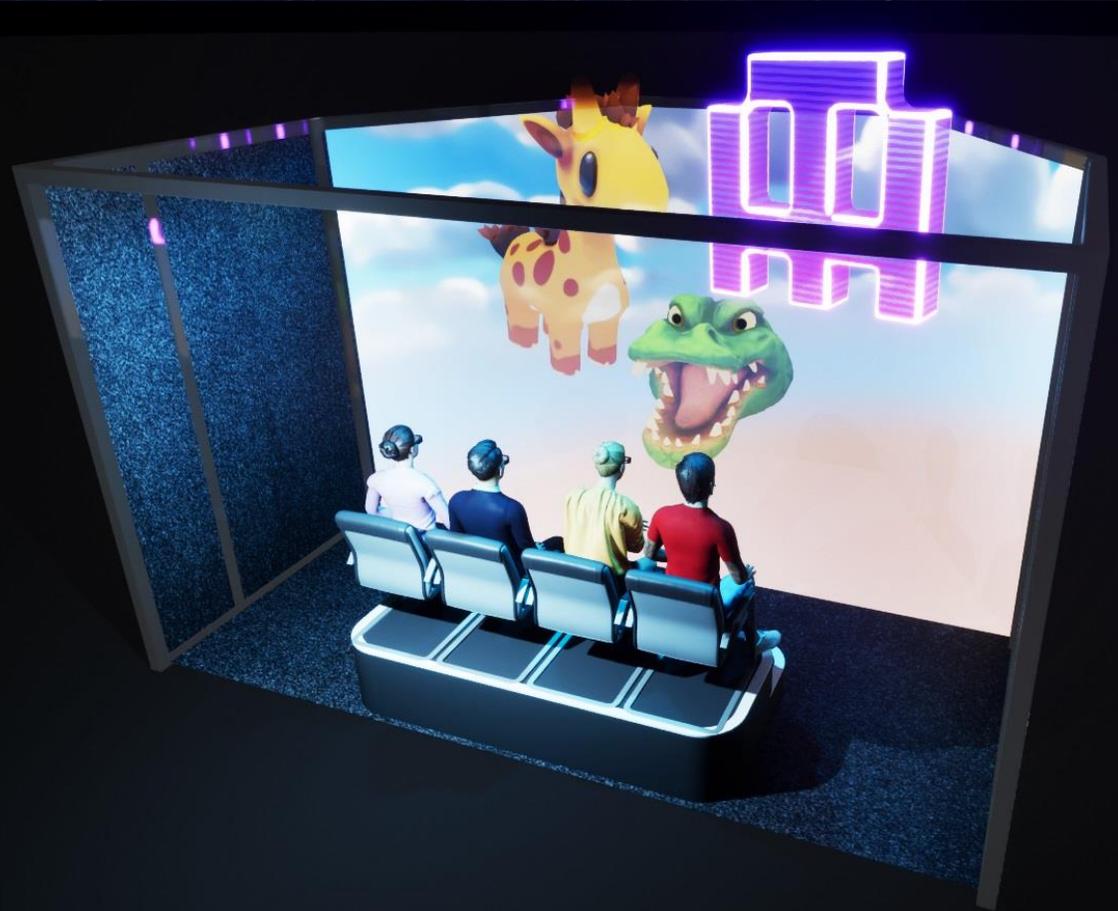
Throughput

The games go for around five minutes each. This is longer than standard arcade games, and we can shorten some of them on request.

The games take 4 players at a time, but they can take fewer people. Most of the games can also be played by one player alone.

In Australia, we charge around \$3 USD per person per game. All four players would cost around \$12. However, this is purchased as a \$18 USD card that entitles them to six games per person.

Full occupancy would be \$140 USD per hour.



Comparison to Dark rides

In many ways, this device is a competitor to what is commonly referred to as a "dark-ride". In appearance, the system is easily mistaken for a dark-ride. It has elevated seating with projection screens in front. However, the differences are as follows:

Dark-rides are typically gun games, whereas this product has many different forms of games, so there is significant replay ability.

Dark-rides normally have a duration of around 3 minutes. This product's games go for around 5 minutes.

Dark-rides generally have an effect that produces 3D graphics on the other side of the wall, with very limited 3D on this side. This product projects most of its objects on this side of the wall, with the characters floating in the room with the players.

Dark-rides generally do not dispense prizes. The interactivity on Dark-rides is very limited, with characters being on set courses until they are shot. This product is highly interactive, like a real-life computer game, with many changeable elements on each play.



Difference between Carnival Games & Digital Computer Games:



The arcade market in the late 80s made more money than both movies and sports combined. Unfortunately, it severely crashed upon introducing at-home Nintendo and other console machines at home.

In recent times the arcade industry has come back again, but 75% is based on what is commonly referred to as "carnival games". A carnival game is like when you throw balls to knock down bottles or throw basketballs through a hoop. These carnival games are very different to actual digital computer games. Where digital computer games still exist, they generally must have something fundamentally special that separates them from what a person can get in their home; for example, you may sit on a motorbike, hold a gun, or have a moving chair.



Difference between Carnival Games & Digital Computer Games:



Hologram arcade machines are an impressive new technology where objects fly in the air all around the players. The people sit on elevated seats that rumble according to the action in the game. So they can return to being more like traditional actual digital computer games yet have an element that makes them more unique than what people can get in the home.

Movies like star wars and star trek always told us that hologram technology would be the next major revolution in entertainment, and now it's finally here.



Reliability:



The hologram room technology is very stable. Proof of such is that it has already been used for three years in Axiom Holographic.

Hologram entertainment centres. These centres have no IT staff onsite, yet the machines run 8 hours daily. Generally, such large, complex devices are known for difficulties in the entertainment industry. However, Axiom Holographics produces such hologram devices for the military and governments where we cannot allow any reliability problems. The technology we use for such organisations is the same; It is just applied to an entertainment use case. The hologram hardware and communication devices are produced at Axiom's factory in Australia, where quality and testing machines are used to ensure solid and reliability. Also, Axiom uses these devices in its centres. They have spent the last few years strengthening and further enforcing the reliability of the devices in every way they can.

Purchase or Revenue Share:



Purchase or Revenue Share:

These devices are available for purchase or on a setup fee with a revenue model (available only in large quantities to established organisations). They are suitable for arcades, cruise ships, entertainment centres, or home use for people with large homes.



About The Creators



Normally, Axiom Holographics produces hologram equipment for governments, universities, and leading science centres around the world.

www.axiomholographics.com

Axiom Holographics has won some of the world's best awards for hologram technology, including the Yosemite Award for best technology from the Mayor of Silicon Valley, and second-best technology in 2019 in China's largest technology competition (200 competitors).

Our customers include Bentley, Airbus, Hong Kong Airport, Lock Heed Martin, Bill Gates's Four Seasons luxury hotel in the Maldives, and President Modi of India used one of our hologram tables to open India's largest airport. Our headquarters are in Brisbane, Australia.



Management



Bruce Dell
CEO, Inventor / Founder /
Award-Winning Public Speaker

Our CEO is Bruce Dell, who is considered to be one of the world's top inventors. He came second in China's largest tech competition in 2019, and the mayor of Silicon Valley gave him the Yosemite award for best technology in 2019. Bruce was a keynote speaker alongside Steve Wozniak at a recent Australian Government Technology Convention.



David Merson
Chairman

David was the former CEO and founder of "MINCOM" (formerly Australia's largest technology company). Mincom had 1,300 employees and an ARR of \$200 million. David helps with business strategy and legal.



Matti Kattilakoski
Head of EU & US Expansion
Fmr. Head of NOKIA Digital US

Matti was the former head of Nokia Digital US. Nokia Digital US did very well for 15 years under Matti's leadership. Matti has now joined Axiom Holographics to look after strategy in global expansion.

Advertising



We can supply ready-made marketing collateral to help attract customers to your installation.

This collateral includes large posters, as well as images for the internet and social media posts.

All collateral is supplied to you at a very high resolution, suitable for printing large banners.



Thank You

www.axiomholographics.com