



The VR Walker Project

The VR Walker is a computer peripheral device that enables people to walk in virtual worlds without walking around the real world environment.

We plan to licence the device into various markets, including the computer gaming market. We believe that if we can produce a device that is suitable for the consumer gaming market, we can achieve an upfront fee on the licence into that market of around \$30-50 million dollars within 3 to 5 years.

Most competitive solutions use large omni-directional treadmills. The VR Walker is a pair of motorised shoes, and is therefore small and light, and suitable for the broad consumer market.

So far we have raised around AUD\$25,000, been granted US letters patent and commenced development of the working prototype.

We are planning to:

- complete our working prototype,
- have the device re-engineered to remove the technical risks,
- get demonstration units into the hands of developers,
- sell the device direct to early adopters
- market the device to OEM licensees and
- sign license agreements in the various markets.

The progress of the project will be dependent upon the success of our initial prototypes.

Our initial aims will be to achieve low response latency and restrain the user to within 10cm of their start position.

Ultimately the goal is to enable a person to run in the virtual world without moving around in the real world.



Information Memorandum

We believe that demand for the device will be solid to start with, both in the industrial markets and the hobbyist market. We will also seek to license the device into the computer gaming market. As the device becomes established in these markets we anticipate that the device will continue to find new markets, as immersive virtual reality (with a walking component) finds useful application in new fields.

The VR Walker is likely to become keystone technology in the growth of virtual reality, because:

- it makes it easier to get around in virtual worlds
- it is the most portable and convenient solution
- it makes the experience more realistic
- it reduces the risk of simulation sickness
- walking is the most intuitive way of navigating space
- people need to be physically active whilst interacting via computers.

We are offering a 10% equity stake in the project for an initial investment of AUD\$50,000, with a right of first refusal on subsequent funding rounds.

More information on the project can be found at www.vrwalkerproject.com including many videos of existing treadmill devices.

An extended version of this document can be found at www.vrwalkerproject.com/investors.html

Please contact scott@vrwalkerproject.com if you would like to discuss assisting us with the project.