

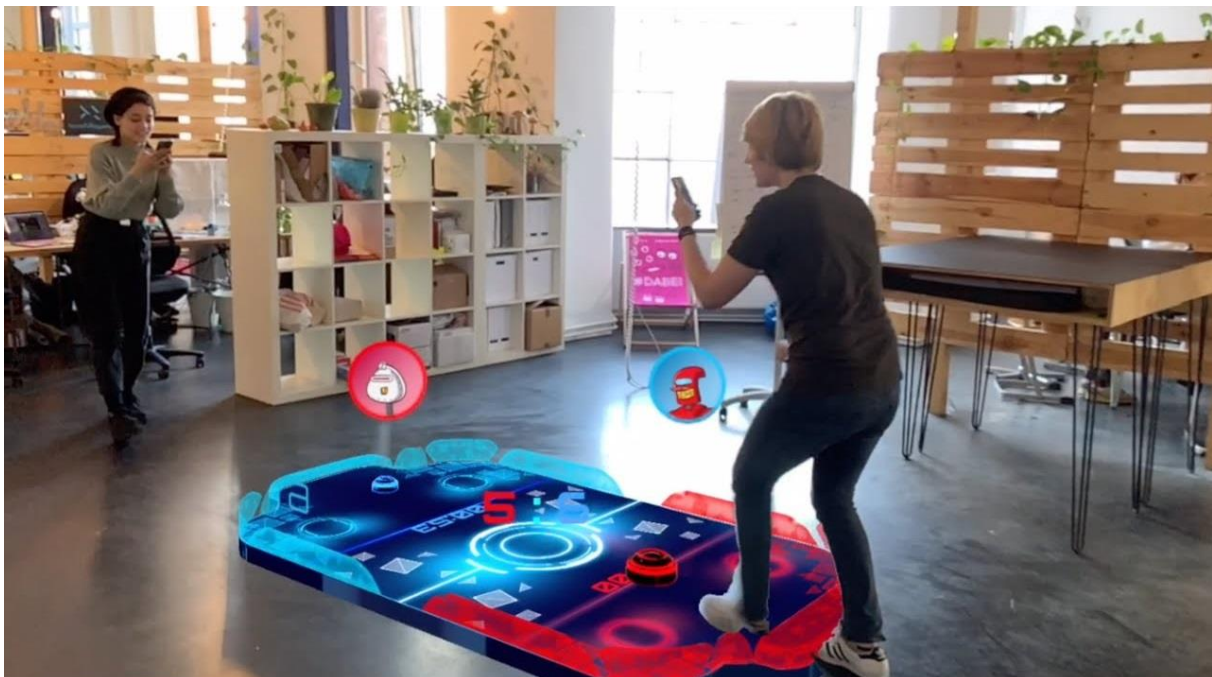
## SCOAAR

We envision games of the future to be played in the Real World. We believe that Augmented Reality eye-gear will soon become wildly available and we make our games with this in mind. SCOAAR is one huge step towards that awesome future.

SCOAAR is a Multiplayer AR air hockey game, where players move their game piece by moving in the real world. The faster they run - the stronger they hit their piece. The game table appears as it really was on the floor of a room and the movements of the puck and the game pieces are perfectly synced between the devices. The unique real-world game control truly immerses players into the game.

Its unique gameplay creates an experience of playing a real air hockey game, as the controls are made to mimic the moves used in air hockey. The game is drawing the user into the virtual world through the window of the phone's screen, similar to playing real air hockey, where players also concentrate their vision as they play.

We are incredibly proud of the results and the experiences SCOAAR creates. Controlling virtual objects by moving the body in the real world and seeing the live opponent's movements perfectly synced with the virtual model - this is the true innovation we wanted to deliver. And the greatest thing - SCOAAR is only the first example of what we can achieve with the technology, as it will serve a foundation for many more exciting Active Augmented Reality games.



### Apple highlight:

According to Apple, "Effective motion tracking is the key to maintaining the magic of AR. When interacting with a virtual object as if it's in the real world, your iPhone or iPad has to accurately characterize the position of the object in relation to itself. That's why iOS and iPadOS have been designed to precisely account for the distance between the motion sensors and cameras in every iPhone and iPad - as well as your device's place in the world around you."

As a proud representative of AR motion tracking, SCOAAR was presented on Apple's designated Augmented Reality website and on Apple's iPhone 11 website.

SCOAAR was also highlighted at the Apple Keynote in September 2019.

On stage was Apple VP Silicon Engineering Sribalan Santhanam, presenting the new A13 Bionic chip.

It has a CPU with the computing capabilities of 1 trillion operations per second, illustrating what developers like us need to create tomorrow's AR games.

While still being an iOS exclusive, SCOAAR has skyrocketed globally.

This is a proof that our active AR gaming has a ready market.

It reached #1 in sports at the Apple AppStore in Cyprus and top ten in many more countries.

Over 30,000 monthly active users (#MAU) were playing since May 2020, SCOAARing 10,000's of goals.

### Current version:

We released the updated version of SCOAAR, which includes the latest Apple's ARKit 3 features, such as people occlusion and introduced a single-player gameplay feature, enabled by Machine Learning.

SCOAAR is currently evolving again and will get to be even more exciting.

SCOAAR is compatible with any iPhone 6s and newer. It is available for download from Apple's AppStore here: [forwardgame.co/SCOAAR](https://forwardgame.co/SCOAAR)

A demo video of SCOAAR is available here: [forwardgame.co/SCOAAR1-2](https://forwardgame.co/SCOAAR1-2)



## Quotes:

"We pushed the limits of mobile technology, with one thing in mind - a perfect combination of real world and phone orientation through the device's camera, gyroscope and accelerometer." - says Tim Friedland, forwARdgame Co-Founder & CEO.

"Our idea to create an AR Air Hockey, came to us as dedicated fans of Air Hockey. It is such an enjoyable, yet not accessible game. We wanted to make air hockey to fit in your pocket, ready to be played together anywhere in the real world. And as we are all about active, to be controlled by moving. We believe it's a truly active, unique and enjoyable game."

"We envision the games of the future to be played in the real world. We believe that Augmented Reality eye-gear will become wildly available and we make our games with this in mind. SCOAAR is an example of a Mixed Reality application, where the virtual world becomes a tangible part of the real world. The players interact with it the same way they would interact with physical objects." - adds Tim.



### **In short:**

SCOAAR is a Shared AR air hockey game where players move their game piece by moving in the real world.

The novelty is in the gameplay, using the entire body for playing and making the experience perfectly real.

It's a unique real-world game control that immerses the player into the game. The faster players run – the stronger they hit their game piece, increasing the chance of SCOAARing.

A game table can be placed anywhere (well-lit in/outdoors), floating over the floor.

The puck and game pieces movements are perfectly synced between the devices, as well as to up to 5 spectators.

Before the two players start a game, up to 5 more people can join in as spectators and view the drama live in AR.

Players shoot fireballs with the gesture of opening their hand in front of the camera.

When shooting a fireball, it shrinks the opponent's puck for 2 seconds, making it easier to SCOAAR.

### **forwARdgame's mission:**

To bring the connected generation back to playing active games in the real world.

We believe that kids are less active today, only because they don't have enough active playing opportunities within their favourite gaming platform - the mobile.

We see it as our mission to use the tool that drew the young people away from actively playing together: to do the exact opposite and allow them to use their mobile devices for a much healthier playing.

Our vision is to bring Active AR to the world, where people freely interact with AR by physically moving, blending the real and the virtual.

Together with partners from leading technology enterprises, we are ready to bring the next big change in the gaming industry.