

The Adventure Cube

Because you shouldn't have to go in adventures alone (less likely to be the one who dies)



Crowds are awesome

Unless it's a horde of zombies, we love to interact with other people in a fun way!



Engagement through storytelling

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We love to know stories about people. That's why
gossip is awesome!



People freakin' love games



The Adventure Cube



Phones connect
to the cube
through local wifi



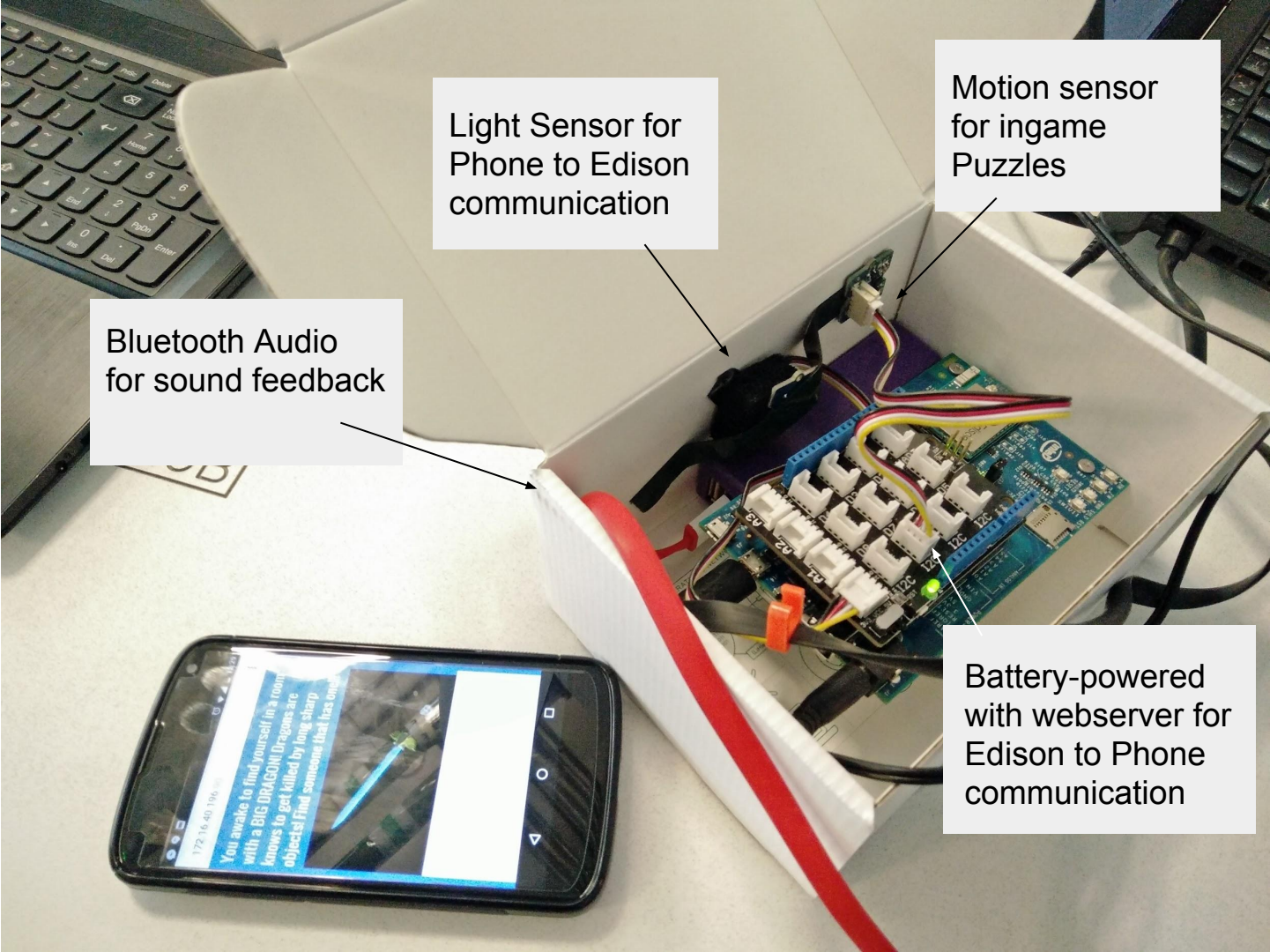
IOT SERVER

Metrics and knowledge
about other games that
can be used in the current
game (ex: rate of success
in this room)



- Sensors for physical play
- Cube can be thrown around



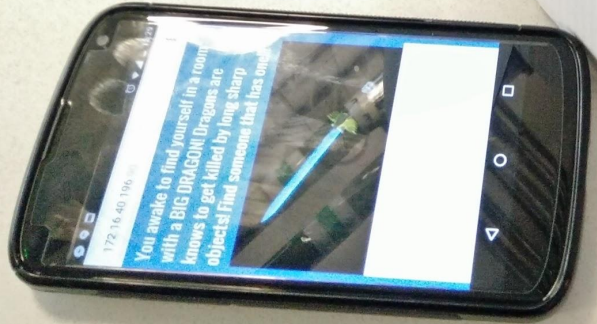


Light Sensor for
Phone to Edison
communication

Motion sensor
for ingame
Puzzles

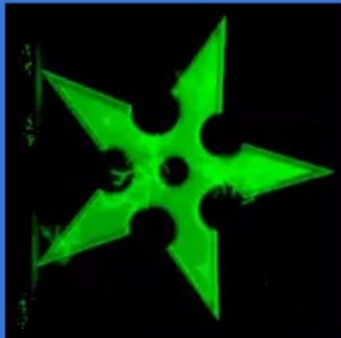
Bluetooth Audio
for sound feedback

Battery-powered
with webserver for
Edison to Phone
communication



Mobile Screen - State of the adventure for everyone to see and participate

You awake to find yourself in a room with a BIG DRAGON! Dragons are known to get killed by long sharp objects! Find someone that has one!!!



Current Room description

Item you're holding (changes from player to player)

Flashing tag to communicate the item to the game

(This is just one possible implementation!!)

Can be used in



- Education
- Teambuilding
- Parties
- ...

Business Model



- Sell cubes in modules
- Sell premium content
- Sell tools and assets to custom content
- Create custom content
- ...