



REAL DOOM

The Video Games Industry is the fastest growing industry today.

Gaming is looking for the next evolutionary step, we believe this as taking gaming out of the den and into the Real World.

Doom is the classic that created the first person shooter genre. Since Doom put this style of gaming on the map we thought it appropriate to pay homage to it as the first game in the new Real World Gaming genre.



REAL DOOM

Using positioning to allow the user to move around and the heading sensor to point their weapon, Real Doom turns the real world into a gaming environment.



GAME AREA

Any location can be turned into a gaming area.

Easily create game maps with your friends or go online and download the latest map for your location.



MULTIPLAYER

With communications via CDMA, GPRS or WiFi Real Doom is multi-playable, with the ability to play against other real world competitors or even play against console or pc opponents!



REAL WORLD

As Doom created the FPS genre, Real Doom is creating the Real Gaming genre.

Soon we will see other exciting 3D titles for the Real World.



GeoVector takes a simple concept and applies advanced technology to create a compelling new kind of interface. By combining a user's location with the heading of their device, GeoVector technology can determine what the user is pointing at.

Based in San Francisco with an advanced development lab in New Zealand, GeoVector combine a considerable intellectual property portfolio with technology development to deliver a range of solutions that redefine location based services as well as create a whole new genre of pointing enabled applications.