

FOR IMMEDIATE RELEASE

Nonvoice adds 3 AR Games to portfolio through new partnership with forwARdgame

February 23rd 2021, Florida, USA – The world’s first agency for 5G apps, Nonvoice, has seen a massive surge in app developers looking for representation since opening its doors in July 2019. forwARdgame is the latest developer to be signed to the agency after meeting Nonvoice’s exacting criteria for inclusion in their portfolio. As part of the signing, forwARdgame brings not one but three products to Nonvoice portfolio all of which are Active Augmented Reality (AAR) games.

forwARdgame are experts in researching and developing AAR games. Those games give players an experience of playing in the real world, having unique and realistic interactions, both with the game and other players. All of forwARdgame’s games are built with a focus on AAR and a belief that the best redemption to mobile phones having made gamers less active, is to evolve gaming to be active. That is achieved by providing fun, engaging, interactive, healthy games that give players the sense of “playing for real”. The three active AR apps that forwARdgame are bringing to the agency are:

SPLASHAAR – this AR game allows users to control their own monster and paint the world around them. You can splash your opponent with paint and generally make everything messy. The latest Google Anchors also provide a precise shared AR experience and the Depth API ensures ultra low latency for truly immersive game play.

STACKAAR – this game allows you to make your room into a factory where raging robots decide to have a food fight. The game is so realistic that users feel as though they are having a completely real experience in less than three minutes of playing. This also makes the game extremely competitive and fast paced.

SCOAAR – this game is an overgrown version of Air Hockey. This classic and familiar game is taken to a new level with the power of AR. The incredibly realistic experience of this game results in increased player engagement.

“Our passion is to make our apps accessible to players around the world and by partnering with Nonvoice we get ourselves a step closer to this goal. We look forward to seeing new users experiencing our games and the active benefits. All of our games have been built on a foundation of popular game styles and integrated with location-based functions and advanced AR for increased stickiness by users,” commented Tom Minich, co-founder of forwARdgame.

Jesse Bijl, Nonvoice’s Netherlands based agent and AR and Mixed Reality expert added: “the team at forwARdgame understands the immense opportunities that AR presents and have combined this with an ‘active’ element which will benefit the gaming community as a whole. Combining physical activity with mobile gaming offers the best of both worlds in my opinion”.

Nonvoice predicted in January that 2021 will be the year for AR and Mixed Reality apps. The agency already had a number of AR apps on its books but has seen this double already this year. The Nonvoice AR offering now includes the new forwARdgame apps, Reality Clash by Reality Gaming Group, XO by Upside, Bookful by Inception, World League Live by Proxy42 and the hugely popular Leo AR.

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About Nonvoice Agency

Nonvoice Agency is a network of agents searching for the best advanced consumer and enterprise 5G apps from around the world. The agency connects app developers with distributors and investors who then help accelerate the adoption and deployment of their application. Nonvoice Agency provides an ecosystem of key parties dedicated to the 5G value chain and the future benefits that these services will bring to the world.

Founder, Simon Buckingham, is available for expert commentary on 5G applications.

For more information visit: www.nonvoice.com

About forwARdgame

Our mission is 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.

For more information visit: www.forwardgamear.com/