

REIMAGINE GAMES



DEVELOPER PROGRAM

WELCOME

I would like to thank you for joining our developer program, to show my appreciation, I have included a TL;DR at the bottom. Our mission at ReImagine Games is to create the best experience for the viewer, whether they are watching videos from Youtube or movies, promos, or playing any type of video game from 8-bit arcade style to 3D open world, we aim to make them all more immersive. We also aim to create an easy to use interface for developers to quickly and easily integrate the RIG box experiences. This is where you come in. By creating great content and making your games or videos RIG box compatible, you open up an entirely new world of experiences for your audience.

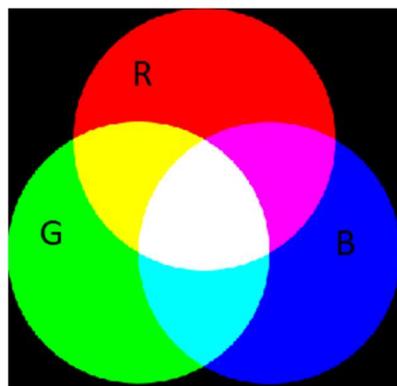
In this guide we will use certain conventions when talking about the real-world effects that the RIG box can create. When we refer to creating “experiences” we are referring to the real world lights, sounds, smells and feels that the RIG box can control. And the onscreen sprites that are monitored by the RIG box, and used to control the experiences, are referred to as “light tiles”.

WHAT THE RIG BOX CAN DO

Currently the RIG box is in the prototype phase and being revised almost daily, and with a high level of commitment to continually improve. These improvements mean that everything is subject to change, but it also means that being part of the developer program you will receive updates before the general public.

Our currently supported experiences are:

1. **RGB programmable lights.** This means that when you activate the R, G or B experience you will get those colors respectively. If you want other colors you must manually mix the R-G-B light tiles to create the desired color. For example, if you wish to produce a YELLOW experience for your players you will need to activate both the R and G light tiles. See below for a basic idea of color combinations.



2. **Wind.** The wind that is produced by the RIG box is a gentle breeze that is produced by a

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“silent” 92mm case fan that is capable of producing 21.2 CFM of air.

3. **Electric Shock.** The electric shock is meant to be a mild and fun electric shock. It is produced with a small inductive circuit that generates just enough voltage to be felt on skin that isn't too dry. The final form will likely include a glove or attachment so that it stays firmly in place on the users hand.

WHAT IS PLANNED FOR THE RIG BOX

The RIG box is already capable of giving unique experiences for games or videos but even more will be available in the future. With the ability to be reprogrammed the RIG box can be adjusted for a specific game, maybe your game. Being re-programmable means the RIG box can expand to deliver new experiences as they are developed and those in the developer's program will have first access to these exciting updates.

Currently these are the “experiences” planned for future release:

1. **Scent control.** The scent will be a very mild scent that is controlled by the RIG box. Think of those electronic air fresheners but more mild, so as to not overwhelm the users senses. Any number of scents could be released with this add-on but nature scents are the most likely. Definitely Pine! We like Pine! And whatever an ocean smells like.
2. **Ultra rumble.** This isn't the rumble your dad is used to. This rumble will be for the whole body and may just shake your seat loose.
3. **Fog.** This one will definitely up the creep factor of horror games.
4. **Generic relay output.** This one is for the user. They can connect their own devices to it. Whatever they connect the relay will switch power on and off for it. It could connect to a lamp, a small fan, or whatever they wish. The use for this in game will need to creatively reference some “miscellaneous” device in the user's world. There are many possibilities.

Ready to get started?

You are probably ready to get started developing so let me just say thank you again for your interest in Reimagine Games and the RIG box. We couldn't do this without the devs.

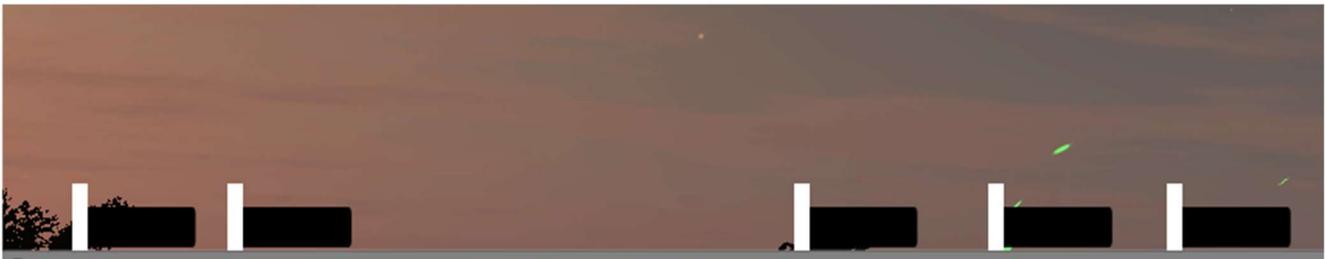
HOW TO MAKE YOUR GAME RIG BOX COMPATIBLE

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LIGHT TILE PLACEMENT

Placement of the light tiles in your content is rather easy. The tiles should be approx. ¼ inch by ¼ inch square slightly larger is ok, slightly smaller may cause issues. They can be any shape at all as long as they meet the minimum area of ¼” by ¼” . The demo game uses the Unity UI slider asset with great results. The light tiles should be evenly spaced along the bottom of the screen, and as close to the bottom as possible. The user will have some control of the placement of the sensors that monitor these light tiles so being exact isn't very important, just be as close as possible. The most important part is having your tiles in the same order as other developer's for ease of use by the player/user. Our standard order for light tiles is R – G – B – FAN – SHOCK. As you can see in the image below our light tiles are not evenly spaced but are all the same size and are in the R – G – B – FAN – SHOCK order mentioned above. NOTE: even unused light tiles need to be placed. If unused they will remain black for the entire duration.



PROGRAMMING BEHAVIORS

The intention is to allow as much control for the developer as possible. So our programming of the “experiences” is minimal but you should keep in mind how it works when creating your content. Firstly, the R,G,B lights have a short ramp up and ramp down time to give a more natural and subtle effect to the lights. This means when you activate the light tile in your content the actual RGB light output from the RIG will be at maximum after 1 second but it starts ramping within milliseconds of the light tile being activated or deactivated. The fan output is activated by the RIG box as soon as your light tile is activated but it has a natural ramp up and ramp down because of the inertia of the blades. The shocker “experience” will activate as soon as your light tile is activated and it sends shock pulses every few milliseconds, so “1 shock” can be defined as 1 time when the player walks into a trigger in a game or about 1 second for a video, even though these interactions will result in many “shock pulses”.

LIGHT TILE SENSORS

An active light tile should be pure white to notify the RIG box sensors that you want to send that respective “experience” to your user. And an inactive light tile should be pure black to turn off the “experience” for the user. Every screen is different so the RIG box contains a calibration method that the user can perform to make up for these differences, but it is a good rule of thumb to make sure bright colors in your content do not encroach on the light tile area, and ideally should give the light tiles around 1/2” of “DO NOT ENTER” space.

BEST PRACTICES

Just a list of recommendations to allow for a great experience for the user.

1. The most important part of creating an immersive experience for the user is allowing them to forget that the RIG box and its modules are even there. With that in mind, it's best to space out the “experiences” in your content to allow the user to get used to the world you have created before augmenting that world with “experiences.” Basic rule of thumb in our demo game has been to use the “experiences” very sparingly in the beginning and use them more and more as time goes on.
2. Allow as much space left to right between light tiles as possible. Evenly spaced light tiles allow more room for error with the RIG box sensors should the user not place them precisely.
3. Use wind as frequently as you wish but keep in mind that it works best when masked with in game (or video) sound effects for the best experience. The sound effect will also help hide any negligible sound from the fan itself.
4. Please keep the “shock” to the minimum. It is a very minimal shock but over a long session could still cause discomfort to the user from repeated use. A good rule of thumb is to imagine how many shocks your content will provide in an average 6 minutes of run time then multiply that number by 10 and this is the number of shocks the user will experience per hour. Now multiply that hour a few times more for an extended session and you will see how it can add up. Our recommendation is for no more than 10 shocks per hour.
5. For users that do not have a RIG box, or for users that aren't using it, it is best to provide an option in the main menu to turn off all light tiles. Ideally, this would not render any RIG interface “light tiles” when the option is chosen.

With the exception of the recommendations in #4 all these rules are meant to be broken. If you want to provide an original experience sometimes you need to bend the rules, just remember to test your game with the RIG box developer's kit (available date TBD) to ensure your desired effects are achieved.

TL;DR

Basically put some boxes on the bottom of the screen of your video game or movie/video, the RIG box will monitor them. 1 box each for Red light, Green light, Blue light, wind (fan), and Shock outputs. Put the boxes in that order and space them out about an inch. Make the boxes white to activate those outputs, or black to deactivate the output. Make it fun and test it with the Dev Kits whenever we get around to making them available.

Please don't hesitate to contact us with any questions Reimaginegames@mail.com
Visit our website often for updated information <https://www.reimaginegames.com>