



**NO WAVES?
NO PROBLEMO!**

**DIY VIRTUAL
SURFING KIT**



**MAKE MONEY
WHILE HAVING FUN!**



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Surf Sim Summary:
If you love to entertain and be the hero of any event, our build your own DIY-KIT, Home-Based Business Opportunity is a proven model based upon an actual ongoing corporate event business. This scaled down operation is one that you can run from anywhere in the world and profit from it while have fun delivering memorable experiential events!

Paul Goo, "The endless virtual surf journey for more than 30 years to find that perfect video simulated wave... and still evolving!"

Surf Simulator Events
Honolulu, Hawaii 96825
808.256.8424
surfwave57@gmail.com
[VISIT OUR WEBSITE](#)

FIRST PATENT RECEIVED IN 1986!

SURF INDOORS ANYTIME!

GREAT INTRODUCTION TO SURFING...

LANDMARK SHERATON HOTEL IN WAIKIKI BUILDS WORLD'S FIRST PERMANENT "SURF ZONE" USING OUR SIMULATORS TO ENTERTAIN GUESTS IN THEIR LOBBY!



All ages love the experience of "fantasy virtual surfing"

PROMOTIONS / EVENTS / TRADE SHOWS...

EXCITING AND MEMORABLE!

PARTIAL CLIENT LIST:

- * SONY ENTERTAINMENT
- * MICROSOFT
- * NIKE
- * MOTOROLA
- * GOODYEAR TIRE
- * BMW MOTORWORKS
- * DUPONT SCIENCE

New Clients!
CISCO Systems
Akamai Technologies



Every move you make while balancing on a genuine surfboard is mirrored in the video surf game on the screen...it's fun and challenging for all ages and skill levels. Everyone scores points and is a "FIRST PLACE SURF WINNER" with our SURF TROPHY photo opp!

Contact us today for the RIDE OF YOUR LIFE!



The Article In USA Today Money edition that changed my life and started a new business that has now proved the test of time!



Paul Goo
Surf Simulator
Founder

W “Waterless Surfing will fail” they told me 30 years ago ...

A LITTLE BACKGROUND HISTORY about our surfing simulators will also give you an idea of how credible this system is after you read about my exciting, wonderful and long journey during the development of the electronic surfboard - which changed the course of my career, travels, life and even marriage.

More than thirty years ago, surfing buddies at Waikiki thought I was crazy. An electronic surfing machine? Why would anyone want to stand on a real surfboard and pretend like they were surfing - especially on dry land?

This would look totally silly, DUMB and uncool dude! WRONG...

Negative comments such as: “Real stupid concept especially in Hawaii were you can actually go out in the beautiful ocean any day of the week.” This is one of many negative comments. I still hear this sometimes from ignorant naysayers.

I countered with the reasoning that the majority of people who come to Hawaii cannot even swim. They never get to surf because of the fear of water and Sharks. And, then the majority of locals don't even surf as well. DUH!

Let's go back in time a bit. Early on, in my early 20's, besides surfing & skateboarding, playing computer games was a passion and my first kiss with video games was the fascination of playing electronic “PONG” (Ping Pong Played on a TV Screen) that was introduced by ATARI was in the end, just a ball going across a screen being hit by opposing paddles that were solid lines, raw and no graphics. In fact, I bought my first electronic pong game at about

twenty-two years old by selling boxes of avocados from my girl friends huge tree to a Mexican Restaurant called Mamas Mexican Kitchen. That was how desperate and poor I was to buy this new fascinating innovation.

My passion and fascination continued as I began inventing stuff. I even got an invitation to ATARI after submitting a raw prototype video. Later, an invitation and trip to their head office in Sunnyville, CA. was set to meet one of their lawyers. I demonstrated a somewhat polished hardware in which you would stand on a platform and twist and jump to play the ATARI PONG game. As I look back I was way ahead of my time. They gave me a pitance \$3,000 check to stop me from seeing anyone else. That lasted a year and nothing happened. I was excited just to meet ATARI and should have been represented by an attorney, but that would have cost me more avocados. However, that sparked the beginning of realizing that playing video games using the body would be the next level of innovation and again, I was way ahead of my time.

Fast forward, I happened to meet a famous local surfer by the name of Craig Sugihara who owned a chain of well known Town and Country Surf Shops. At that time, they needed a special event for the grand opening of their flagship store at world famous Ala Moana Center. The proverbial light went off immediately. The article in USA Today summarizes what happened and I got global exposure!

All the dreaming and tinkering paid off with this event. The question was, what if I put his branded surfboards on the prototype platforms I made to play PONG? Stop. Even one step better, what if I could create a customized Commodore game (which was then programmable on a floppy disc!) to add to the experience?

CONTINUED NEXT PAGE

INSIDERS

BEHIND THE SCENES IN THE WORLD OF BUSINESS

50 cents lands a ride in the waterless surf



By Ken Sakamoto, USA TODAY

SUGIHARA: Rides on a prototype

Paul Goo hopes to catch more than good waves with his latest invention — a waterless surfing video game.

There's no joy stick on this joy ride. Players stand on surfboards, which are mounted on sensor-equipped platforms and wired to 60-inch computer video screens.

By maneuvering the board much as a person would in the water, a landlocked surfer can dodge paddlers and giant waves in search of the perfect ride. The 50-cent ride lasts as long as skill allows. And there's no worry about sharks.

Goo, 34, an advertising consultant and part-time tinkerer, sees the yet-unnamed game as one in a line of interactive video products for skateboarders, skiers and exercisers.

"We may try to make it into another sport and have inland surfing tournaments," he said. Goo and surfboard designer **Craig Sugihara** unveiled the prototype last week at Sugihara's Town and Country Surf Board Shop in **Honolulu**.

Professional surfer **Wayne "Rabbit" Bartholomew** says the game offers a "pretty accurate simulation."

Goo is looking for investors and refining the game software. The idea came while Goo was in a Chinese restaurant that serves its dishes on a Lazy Susan. "I figured there must be a way of attaching a Lazy Susan to a video game to make it more interactive," he said. He spent four years and \$5,000 on the game.

If the device makes it into the mass production pipeline, "Hit the Video!" could rival "Hit the Beach!" as the surfers' refrain.

— Pat Guy

Well, my programming skills were not as strong as my hardware skills so I found a high school kid hacker to help program my first surf game which would turn out to be pretty much a stick figure on a single wave! However, back in 1980 that was a miracle to see the vision, true potential and to be able to control with a SURFBOARD and not a joystick!

The Town and Country surf promotion people were able to play a real video surfing game while standing on a real surfboard! This event launched me into the universe of hyper creativity and deals with Nintendo, SEGA and even Nordic Track. We both won due to that event. Craig put his shop on the map worldwide and I got publicity that started my wildest adventures from New York to Japan and all over the West Coast.

After receiving so much exposure globally from the USA TODAY article, I had several people running the daily affairs of my ad agency so that I could really think and have fun again with some of my wild ideas. One at the forefront again became the surfing simulator machine thanks to that event that put Town and Country on the map.

I started to put an incredible amount of time on my surf simulator machine dream concept. My focus directed at playing games while being physical was my thing because as a child I was overweight and chubby and wore thick glasses. I was the poster child for bullies.

But that era in my childhood is a whole chapter in itself for another book. If you read success stories, those who get bullied and thought of "different" fight harder and become more passionate, persistent about their dream and can focus because they have no need for being popular.

CONTINUED NEXT PAGE



1. SURF SIMULATOR HISTORY CONT'D

The effort to being popular is not a understood concept and here is a good lesson for those who are not popular when young. **SELECT PEOPLE WHO YOU WANT TO BE AROUND WITH AND TRULY ENJOY. DO NOT TRY TO BE POPULAR WITH THOSE YOU REALLY DO NOT WANT TO HANG AROUND WITH** - because in real life having to be popular is like being a politician. Need I say more?

OK.. back to my story. Using a joystick and being a couch potato while playing computer games in the early 80's was the norm and socializing with others taking turns to play video games. At least that was better than Facebook as people actually were talking to one another in person. The smart phone actually doomed society and the drooping necks of those who must constantly be in touch most

of the time with drama. Too much information and not enough of doing something real.

Surf Simulator for other events, promoting "virtual surfing", before the term was even known. Many clients realized the unique system gathered huge crowds and they could use the "surf simulators" as a magnet to help engage their sales team with customers at any type of event that does not have any relation to surfing as it was the memorable experience attached to the brand that was important.

Then the next wave of possibilities came along...Nintendo, Sega and Nordic Track that all called on me for consulting and I even landed a cool deal with Nintendo and Toys R Us. I went to the next level of learning in my journey. "LUCK IS CREATED" is a real statement. I worked nights and

days on perfecting the hardware, more prototypes making sure they were polished for my meetings in Manhattan, N.Y., the toy marketing mecca.

SUMMARY - Stupid ideas are not always dumb. If you have any ideas, make a raw prototype and don't spend time constantly scribbling ideas on paper and talking about it. Too many people scribble and talk and talk even more never take the next step. If you have passion about something, take charge and you will be surprised what roads you travel. And, you might not even end up with what you envisioned. Life is kinda like surfing...if you wait to catch the perfect wave or never paddle out, you will never get wet or see the rest of the ocean and what it has to offer.

ALOHA~ Paul



PHOTO OF
SURF SIMULATOR
MADE FOR
SONY CORPORATION
STILL IN SERVICE

Step-by Step Instructions: To Build Your DIY KIT SURF SIMULATOR

Simplicity of Design and Execution: Our super cool, simplified Surf Simulator DIY KIT represents the condensed version of our own corporate portable video surfing system. This is a DIY KIT and therefore you are responsible for any insurance liability coverage if used for public / private events.

This DIY KIT uses tried and tested components that will create a cool simplified design of our surfing simulators combined with the exact same interactive surfing software we presently use for our events worldwide.

Our unique designs have evolved over the last 30 years morphing into a system using less parts which prevents break down during events. Warning: the weight limit is about 200 pounds for the standard build but can be modified to withstand 300 plus pounds detailed in the following instructions.

DIY DETAILS AND PHOTOS

Our step-by-step instructions might be redundant at times by repeating instructions. Why? Because what looks simplistic is really an incredible evolution over decades. Listed are tested components that are very similar to the ones we use for our commercial back up units. So please follow the steps carefully in order to avoid waste of materials and potential problems down the road.

MASTER COMPONENTS

CAREFULLY STUDY ALL photos on following pages.

NOTE: DUE TO LICENSING AGREEMENTS, USE OR SALE OF SOFTWARE IN GERMANY, AUSTRIA, SWITZERLAND ARE STRICTLY PROHIBITED. HOWEVER, YOU MAY USE THE SURFING SIMULATOR KIT WITH OTHER SURFING SOFTWARE ASIDE FROM OUR COMPANY PAY-PER-PLAY SOFTWARE.

PLYWOOD PIECE SHOWN IS OPTIONAL
FOR USERS MORE THAN 260 POUNDS
YOU MAY MOUNT PADS DIRECTLY TO
SURFBOARD WITH DUAL LOCK VELCRO
WHEN PLYWOOD IS NOT USED

DIY KIT ASSEMBLY INSTRUCTIONS



PLEASE REMOVE FINNS WHEN IN USE.

Displayed here is the finished 5' 5" / 65" length board. The fins are not used. Two abdominal exercise "float pads" attached on the bottom with the special velcro 3m DUAL LOCKING VELCRO system which allow you to remove / replace pads as needed.

The weight limit for this set up is 200 pounds. If you plan to entertain adults heavier 200 pounds you can opt to reinforce the bottom of the surfboard by adding a piece of 1/2" plywood as shown above. (notice the wood grain piece that is cut larger than the footprint of the pads.) The image above also shows a piece of 1/2 plywood cut larger than the footprint of the two float / abdominal pads for added strength.

Mount that piece of plywood to the bottom of the surfboard by using the dual lock velcro or simply glue it if you do not plan to interchange surfboards in the future with similar sized one. Next attach the two pads to the plywood using dual lock velcro.

Whatever the surfboard design you select to use, you will WOW the crowd as most people have never stood on a real surfboard in their entire lives - the fantasy of surfing begins here!

5. DIY KIT ASSEMBLY INSTRUCTIONS

SURFBOARDS + WAKE BOARD ALTERNATIVE

Surf Simulator
DIY KIT
Components
Required For
Set-Up. Check
To Make Sure
That You Have
All Components
Required Prior
To Starting The
Assembly Process.



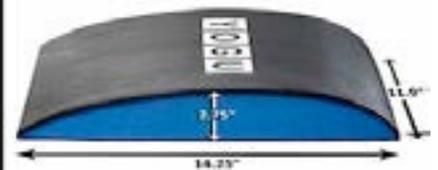
OUR PROPRIETARY SENSOR WHICH COMES PREPROGRAMMED TO WORK WITH ANY OF OUR SOFTWARE TITLES.

PROPRIETARY
SENSOR +



PC Laptop

FLOAT BASE PAD

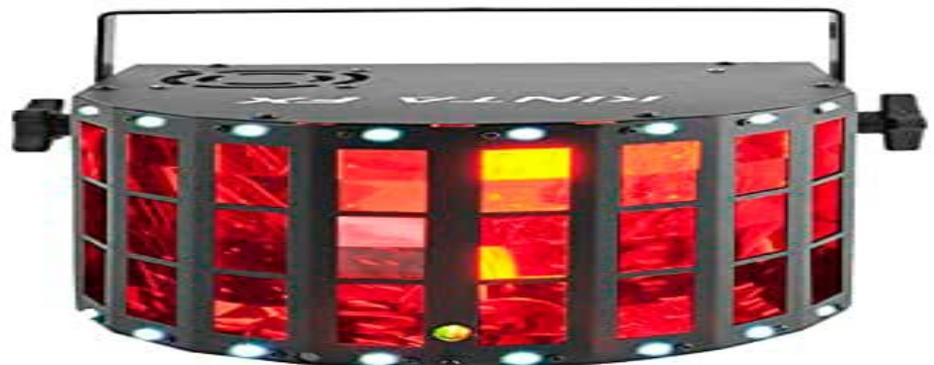


DIY DETAILS AND PHOTOS
Our step-by-step instructions might be redundant at times by repeating instructions. Why? Because what looks simplistic is really an incredible evolution over the last fifteen years. Listed are tested components are very similar to the ones we use for our commercial back up units. So please follow the steps carefully in order to avoid waste of materials and problems down the road.

MASTER COMPONENTS
CAREFULLY STUDY ALL photos on following pages. This is a DIY KIT and therefore you are responsible for any insurances needed if you perform at events.

SOFTWARE LICENSE DISCLOSURE
DUE TO LICENSING AGREEMENTS, USE OR SALE OF SOFTWARE IN GERMANY, AUSTRIA SWITZERLAND ARE STRICTLY PROHIBITED. HOWEVER, YOU MAY USE THE SURFING SIMULATOR KIT WITH OTHER SURFING SOFTWARE.

SPECIAL LIGHTING EFFECTS



SMART TV OR MONITOR



PHOTO MURAL STAND



55' - 64' ROLLING MONITOR STAND



THE COMPLETE SET-UP - PORTABLE AND LIGHTWEIGHT! THIS IS THE STANDARD SET UP WITH MURAL FLOOR MAT MOUNTED AND HUNG ON PHOTO MURAL STANDS - LAPTOP IS HELD ON ROLLING MONITOR SHELF - MONITOR STAND HOLDS A STANDARD MONITOR FROM 55"-65". ALL OF THESE COMPONENTS ARE LISTED ON OUR PARTS LIST AND TESTED BY US - YOU MAY OPT TO SUBSTITUTE OTHER PARTS TO YOUR OWN TASTE ONCE YOU BUILD THIS FIRST SYSTEM.

COMPONENT LIST & LINKS CONTINUED



[EXTENSION
USB CABLE](#)



[HDMI 15 FOOT
EXTENSION CABLE](#)



[AMAZON
Monoprice 15-Foot
USB 2.0 A Male to
A Female Extension
28/24AWG
Cable \(Gold Plated\)
\(105435\)](#)

IF YOU WANT THE COMPLETE LIST OF ITEMS WHERE TO BUY CLICK ON THIS LINK HERE FOR THE ENTIRE PACKAGE WHICH YOU CAN PICK AND CHOOSE THE ITEMS



[AMAZON](#) 50pcs Cable Clips the Adhesive Cable Ties, Adjustable Nylon Cable Zip Ties and Adhesive Cable Clips with Optional Screw Mount for Cord Management

DIY KIT ASSEMBLY INSTRUCTIONS



Gorilla
Glue



THREE FEET
OF 1" OF PVC

DUAL LOCKING VELCRO



GORILLA
MOUNTING TAPE



1/2"
PLYWOOD
SHEET
ABOUT 14"
WIDE BY 30"
(optional)

HDX - 3-1/4 in.
6-in-1 Screwdriver

Instant
Change
Knife



1

5. DIY KIT ASSEMBLY INSTRUCTIONS

MOUNTING THE COMPONENTS - PREPARING THE FLOAT PADS -



PHOTO: SURF SIMULATOR EVENTS

1. Along the top edge of the abdominal cushion CAREFULLY cut a 3"-4" slot to reveal a thin board and foam. (top left photo)

2. Next cut a 1" diameter x 14" long length of PVC tube. You may use a smaller diameter and interchange this. Smaller diameter will result in smaller fulcrum point which means less tilting and will reduce the challenge of the game - easier to balance.

3. Insert the tube between the layer of foam and thin board. Twist and push the twist the tube like a screw, all the way thru the other end of the pad.

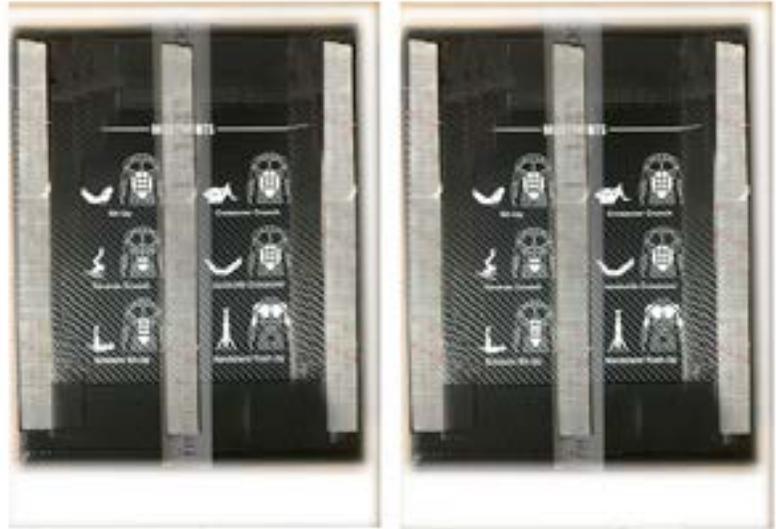
4. This is what it should look like when completed. (bottom right photo)

MOUNTING THE COMPONENTS - PREPARING THE FLOAT PADS



PHOTO: SURF SIMULATOR EVENTS

*FIGURE 1



THIS PART GETS A LITTLE TRICKY. PLEASE CAREFULLY READ THE INSTRUCTIONS BELOW PRIOR TO APPLYING VELCRO TAPE SO YOU DO NOT WASTE THIS SPECIAL TAPE MATERIAL. MAKE SURE YOU READ THE NEXT PAGE SO THAT YOU MOUNT THESE PADS IN THE CENTRAL POSITION OF THE SURFBOARD. ONLY USE THIS WHEN MOUNTING DIRECTLY TO BOTTOM OF THE SURFBOARD.

1. You will be preparing TWO float pads with DUAL LOCK special velcro tape system. This type of velcro is much more durable than the fuzzy type. This PLASTIC TAPE has interlocking bumps and locks together with less movement. You can opt to use double sticky tape if you wish (GORILLA HEAVY DUTY MOUNTING TAPE)
2. After removing the protective paper from the tape and mounting the tape on each float pad as shown, cut three more pieces each to the same length, but DO NOT REMOVE the protective backing as shown in *FIGURE 1 above.
3. Place the same length of dual locking velcro on top of the existing mounted tape and push together firmly to secure tape to each other. Keep the protective tape on until you are ready to POSITION and finally mount all the pads to the bottom of the surfboard.
4. By carefully following these important steps, you will be able to perfectly align and mount the pads to your surfboard in the correct position. When sure of positioning, remove the protective tape and mount to the surfboard.

3

5. DIY KIT ASSEMBLY INSTRUCTIONS

MOUNTING THE COMPONENTS - MOUNTING THE FLOAT PADS

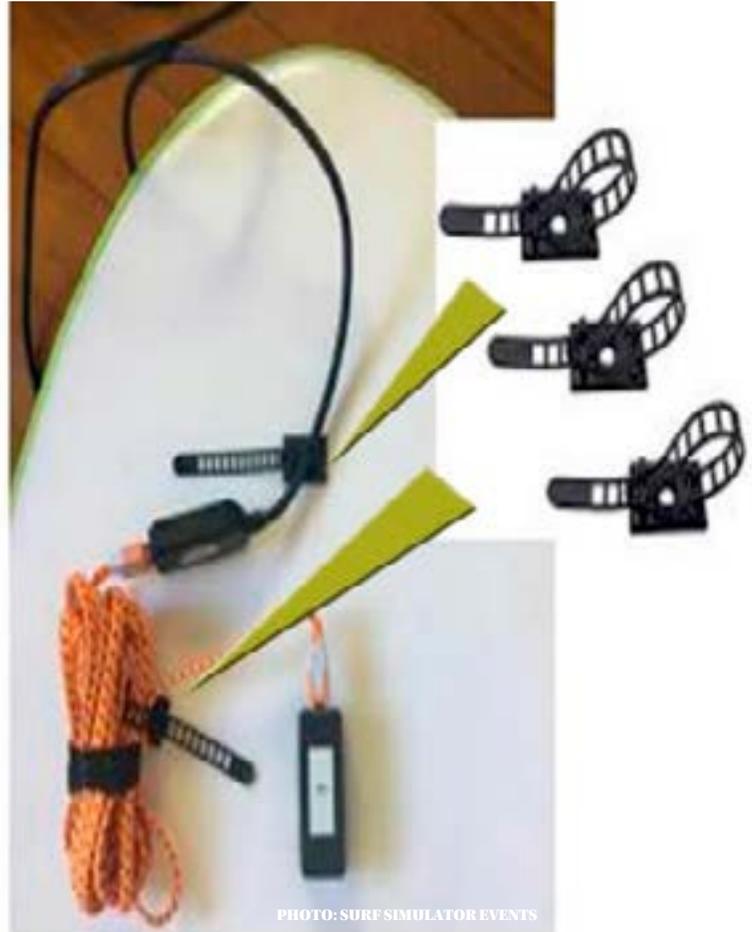


1. Note that there is an optional piece of 1/2" plywood mounted on surfboard before mounting the pads - this option insures the strength of the overall system when users are heavier than 250 pounds. This is recommended to increase strength for heavy long periods of use. Use a piece of plywood as shown that is larger than the footprint of the pads. Mount the board with dual velcro as well so you can mount another surfboard onto the base of you wish later.(you may also opt to use heavy duty GORILLA MOUNTING TAPE)

2. The fins of the board are not used and should be removed.

3. Make sure that prior to mounting the pads that you have marked the central point as shown by the crosshairs before starting assembly of the plywood board and the pads... here is a video to watch for basic instructions...remember the plywood is an option.
<https://youtu.be/qB5perne1L8>

MOUNTING THE COMPONENTS - SENSOR -



MOUNT THE SENSOR ALSO BY USING THE DUAL LOCKING TAPE SO THAT IT CAN BE REPOSITIONED IF NEEDED.

It's very important that you use the "stress release clips" device in order to prevent excessive stress and pull on the sensor and cable that is attached to the sensor.

The stress release clips shown are listed on our Parts page. This secures cables to the surfboard or wakeboard surface preventing the tug and pull that these cables will encounter. If the cables are not secured properly the sensor will experience movement that will affect the gameplay.

SENSOR PURCHASE: [PROPRIETARY SENSOR CLICK HERE](#)

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5. DIY KIT ASSEMBLY INSTRUCTIONS

COMPLETED BOARD CHECKLIST

NOTE: THE 1/2" PLYWOOD PIECE IS OPTIONAL



NOTE: THE 1/2" PLYWOOD PIECE IS OPTIONAL
YOU MAY MOUNT PADS DIRECT TO BOTTOM OF BOARD WITH VELCRO

1. Center point found on board and parts mounted around that center point as shown.
2. 1" diameter x 14" long PVC Tube inserted in both pads.
3. Dual Lock velco mounted on pads and board and fins removed.
3. 1/2" plywood stiffener board mounted onto bottom of surfboard. This is optional.
4. Ensure that center point found on surfboard before all parts mounted around that center point as shown.
4. 1/2" plywood stiffener board mounted to surfboard bottom using Dual Lock velcro. Strain relief devices used to secure all the cables to prevent excessive pull on cables. Here is the video to watch for a quick start... remember that the plywood shown is only an option: <https://youtu.be/qB5perne1L8>

CONNECTING IT ALL...LET'S GO VIRTUAL SURFING - THE TEST



1. Connect the end of the UBS Extension Cable (the usb extension wire connected to the sensor under the surfboard) to the USB port of the laptop - always make sure that USB port is working by testing it on another USB device. Make sure the specs of the laptop conform to the specs listed in the components list.
 2. Install free demo software following instructions on the HOW TO VIRTUAL SURF page.
 3. Use the HDMI Cable to connect the laptop to the TV hdmi port.
 4. Make sure your laptop is set to output to external screen and monitor is set to HDMI.
- Please refer to this link [CLICK HERE](#) for setting connection laptop to external screens.

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5. DIY KIT ASSEMBLY INSTRUCTIONS

HOW TO VIRTUAL SURF



Virtual Surfing is like riding a bike.... Seriously! Just relax, bend your knees and keep breathing. Focus on the video game wave and what is on the screen. Connect your balance and body movements – leaning left and right gracefully to control the character on the screen. Get on the board one foot at a time, the leading foot will determine your stance (look at how the virtual surfer in the photo on the left is standing. Put one foot forward of the other. Shift your weight left and right. Don't look at your feet as this will throw your balance off completely!

Watch this [Tubetastic YouTube](#) video to see how it's done. The more you ride the more fun you can have without water!

Hawaiian Aloha Assistance: Email with subject "Shark Attack" to surfwave57@gmail.com

HOW TO VIRTUAL SURF -TEST GAME-

Watch this [Tubetastic YouTube](#) video to make sure your sensor is connected to the laptop and working. Once you have done this you can start up the game! Leave the settings on the game option panel for now until you get familiar with the game. This video should give you quick start instructions on testing the sensor and starting up the game. You can make adjustments later as you enjoy the game. Download the [Game Demo Here](#). This is the game icon you will see after you download that game and is a trial demo only to be used with your surf simulator system to insure your sensor is set up correctly with the computer.



Watch Our Tubetastic DIT KIT ASSEMBLY PROCESS on YouTube.



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5. DIY KIT ASSEMBLY INSTRUCTIONS

BONUS PS4 SENSOR ALTERNATIVE



You can buy an cheap used PS4 controller from Amazon instead of buying our sensor - WARNING - NOT EASY TO SET UP. [Purchase PS4 Game Controller Here.](#)

[Download connecting PS4 software to PC Here.](#)

You will need to connect this controller using a cable [click Here.](#)

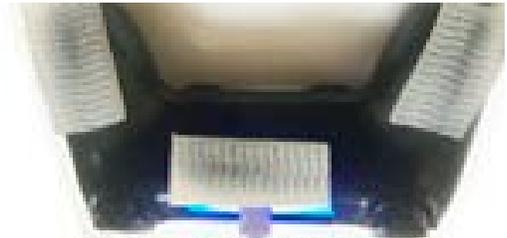
BONUS ADD ON (CONT'D)

HAVE ANY TECH QUESTIONS
PLEASE EMAIL US AT:
SURFWAVE@GMAIL.COM



NOTE THAT YOU MUST INSTALL THE PS4 ROTATED SO THAT IT FACES BACKWARD IN ORDER TO COMPENSATE FOR BEING INSTALLED UNDER THE SURFBOARD

IMPORTANT! YOU MAY HAVE TO USE SUPER GLUE OR GORILLA GLUE ON THE VELCRO STRIPS ATTACHED TO THE CONTROLLER SURFACE TO SECURE PERMANENTLY. MAKE SURE YOU CLEAN ALL SURFACES WITH ALCOHOL BEFORE GLUING.



THE GAMEPAD IS ATTACHED TO THE SURFBOARD USING STRIPS OF DUAL VELCRO UNDER EACH ARM OF THE GAME PAD AND OPPOSING DUAL VELCRO ON THE BOARD TO LOCK INTO PLACE. WIPE DOWN THE CONTROLLER AND SURFBOARD WITH RUBBING ALCOHOL TO CLEAN SURFACE.



Here is the cool way of mounting the ps4 controller to hide UNDERNEATH THE SURFBOARD - but you must very careful in the installation as the ps4 controller will be mounted upside down onto the bottom of the surfboard and must be rotated so that it faces backwards (see photos) to compensate for it being under the surfboard.

Use the same dual velcro (you will have to use some super glue to really secure the velcro to the controller) surfaces so it does not move or get crushed if it falls off. You must also use the strain relief devices on the extension cable to prevent any excessive pulling. The software that connects the ps4 to the pc is on the previous page link and we wrote a special profile called "default surf" that will auto-preset the controller when plugged in. Please get familiar with the ds4 software that connects the ps4 game controller using the link below. Warning! Please do not go and change the profile called "default surf" in the ds4 connecting software as this will screw up the surf sim and the game.

[ds4 Windows Here](#) - Download the ds4 windows software here that will connect the PS4 to your pc.

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5. DIY KIT ASSEMBLY INSTRUCTIONS



THE CARNIVAL PRIZE PSYCHOLOGICAL THEORY

PRIZES - THE REASON TO PARTICIPATE!

EVERYONE IS A WINNER! YOU HAVE TO REMEMBER TO MAKE EVERYONE A WINNER NOW-DAYS AS OUR FOCUS ON PERFORMANCE ALL THE TIME IS STRESSFUL. PEOPLE JUST WANT TO HAVE FUN! THEREFORE OVER THE YEARS WE HAVE LEARNED THE MAGIC OF OFFERING SPECIAL PRIZES THAT MOTIVATE PEOPLE TO PARTICIPATE AND ALSO TRY TO WIN A GRAND PRIZE. HERE IS OUR TOP CHOICE OF PROVEN PRIZES! [Surfing Trophies and Awards](#)
.....



CONSOLATION PRIZES JUST FOR PARTICIPATING BLINKING Shark AND Turtle PINS.



OOOh... we forgot to add that putting a blinking lei on the “video surfer” and telling that it will give them magical balancing powers is a great way for them to relax and laff!



THINK-
FOR THE NEXT
30
YEARS

CLOUD-BASED OPTIONS HAS GIVEN US MUCH MORE POWERFUL TOOLS THAN WE COULD HAVE EVER HOPED AT A FRACTION OF THE TOTAL PURCHASE COST! YOU CAN NOW RENT TECH THAT WAS OUT OF REACH USUALLY ON A MONTH-TO-MONTH BASIS. OUR DIY SURF SIMULATOR BUSINESS-IN-A-BOX WILL GIVE YOU IDEAS ON HOW TO MAKE MONEY WITH YOUR DIY FINAL PRODUCT.

OUR PAY-PER-USE SUBSCRIPTION BASED PROGRAM SOFTWARE CAN PUT YOU IN A BUSINESS FOR LESS & HAVE FUN TOO! NO HUGE INVESTMENT, NO HUGE OUTLAY OF CASH AND YOU LITERALLY BUILD THIS BUSINESS AS YOU GO. THE NEXT FEW PAGES WILL WALK YOU THROUGH YOUR DIY KIT STEP-BY-STEP.

ALOHA & MAHALO

VIRTUAL SURFING PARTIES FOR FUN AND PROFIT



Software: PAY-AS YOU PLAY!

All the proprietary software we have created for decades has been formulated and the R&D costs are in the thousands of dollars and years of time spent with focus primarily on content and to create crowd participation. Our games are not intended to be used to sit down on your butt gaming for hours. The interactive games are strictly for fun, parties, events and designed to beg for audience participation with a quick learning curve.

Keep in mind that our surfing systems are focused on delivering an overall experiential feeling. Standing on a real surfboard while trying to balance and score points to put your name up on the leader board. Add in the photo opportunity into one system.

Our goal was not to be a game console development group where you create games for people to sit at their desk or couch playing the same game for hours.

WE ARE KNOWN FOR creating GAME SOFTWARE WHICH ENTAILS THE studying and watching people's interactions and participation at parties, events or just to have fun.

We've master this art and look forward to sharing this with you. Here is the success formula that we use for making our interactive surfing games:

Step #1: Create an exciting and colorful destination that immediately attracts attention.

Step #2: Create a highly-interactive experience where and age or culture can understand, feel successful and be able to try the challenge without being embarrassed in front of others at the event. Any situation that presents a hard and/or difficult learning curve where people sense they will fail is not a good formula when planning a positive memorable experience. It's important to remember that people will only want to stand in a long line and try this experience if they quickly understand the simplicity of what they have to do to win something. An example is Carnival Games - simple to understand and the high possibility of winning for anyone at any age is powerful.

Step #3: Finally, the graphics level of our games are in high-definition but can be designed so that they can easily be customized and then played on virtually any PC platform and not gaming machines. And, most of all people must witness the ease of being able to play and understand the challenge all in a short one-minute game play. This took many years to evolve into the DIY Kit it is today.

We wanted to make our software and proprietary sensor licenses

available and economical for everyone in different situations to use.

We have followed the model that many software companies are doing today in order to allow customers access to software that was once too costly to buy outright. Therefore, we have created the following three "pay per use only" categories.

All special customization to feature logos, special images may or will require an extra fee from our company depending on the complexity. A seven-day lead time is required for all special customization. ALL SALES of our software packages INCLUDES the Licensing of the PROPRIETARY SENSOR. This sensor has been specially developed and programmed permanently to work with all our surfing simulators and software.

Please understand that all of our software licensing rules protect all levels of users. The primary reason we STRICTLY DO NOT ALLOW ANY USE OF OUR SPECIALIZED DUELING SOFTWARE OR HARDWARE for corporate events is that it will cannibalize our own business and allow anyone to compete with us which is obviously not fair after we have spent the time an money to develop this highly successful system.

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NOTE: DUE TO LICENSING AGREEMENTS, USE OR SALE OF SOFTWARE IN GERMANY, AUSTRIA SWITZERLAND ARE STRICTLY PROHIBITED. HOWEVER, YOU MAY USE THE SURFING SIMULATOR KIT WITH OTHER SURFING SOFTWARES ASIDE FROM OUR COMPANY PAY PER USE SOFTWARE.

Learn How To Make Money Virtually Anywhere!

HOME-BASED OPPORTUNITY

Individual Use: weddings, anniversaries, birthdays, graduations, bat mitzvah, retirement parties, school functions, fundraisers.

ONE-TIME FEE IS \$200 PER MONTH (30 CONSECUTIVE DAYS). AFTER FIRST USE PRICE DROPS TO \$100 PER MONTH.

Example: you charge at \$600 upwards for 4 - 5 hours at any birthday, wedding, graduation event - this is also a photo opp built into one total surfing experience so you can also charge for photos. If you do at least FOUR events a month you can be very profitable. Keep in mind that you are providing a most unique memorable time for any event. (Corporate or business event use is strictly prohibited and immediate loss of licenses.)

Yearly licenses negotiable depending on use.

EMAIL: surfwave57@gmail.com for complete details download and final pricing.

Owners / builders of DIY KIT system are responsible for any liability insurances required for their operation in their state.

SMALL BUSINESS OPPORTUNITY

Restaurants, bars, retail stores - (non chain)

ONE-TIME FEE IS \$565 PER MONTH (30 CONSECUTIVE DAYS) AFTER FIRST USE PRICE DROPS TO \$400 PER MONTH.

For example, use our system as to attract customers for your business promotion - eg: INDOOR SURF

CHALLENGE - sign up customer to gather emails, hand out coupons, etc. to win prizes, food, clothing, products, etc.

Corporate event use is strictly prohibited subject to fines and loss of licenses. Yearly licenses negotiable depending on use.

EMAIL: surfwave57@gmail.com for complete details, download and final pricing.

Owners / builders of KIT system are responsible for any liability insurances required for their operation in their state.

CORPORATE BUSINESS OPPORTUNITY

Trade shows, brand launches, advertising agencies, event planners, marketing, permanent installations - retail stores, bars, restaurants, museums, hotels.

ONE-TIME FEE IS \$1,995 PER MONTH (30 CONSECUTIVE DAYS) AFTER FIRST USE PRICE DROPS TO \$1,500 PER MONTH.

Yearly licenses negotiable depending on use.

EMAIL: surfwave57@gmail.com surfwave57 complete details download and final pricing.

Owners / builders of this KIT system are responsible for any liability insurances required for their operation in their state.

SPECIAL NOTE ABOUT OUR SOFTWARE LICENSING PROGRAM
*All proprietary software licenses will be on a "pay for use" tiered program in order to keep costs down for owners. This also prevents saturation of the market and keeps the licensee and all users protected.

2. ENVIRONMENTAL
PASSION

About our
ECO SURF
GREEN
software is
designed to
educate
about ocean
pollution while
virtual surfing.

PER-PER-USE TERMS

*All proprietary software licenses will be on a "pay for use" tiered program in order to keep costs down for owners. This also prevents saturation of the market and keeps the licensee and all users protected.

Surf Simulator Events introduces a new interactive software system that allows anyone to surf on a full sized Virtual Surfboard on dry land while learning how to save our sea life in our polluted oceans world-wide. The new software and hardware also integrates real video wave footage so that the person truly feels that are surfing on and in a continuous 20-foot wave tube full of ocean trash - anywhere and anyplace in the world. Great for a trade shows, corporate event, or promotion and educational events all indoors or outdoors without getting wet.

The new ECOSURFGREEN surfing simulator was recently premiered at the Waikiki Aquarium and Outrigger Hotels and became a proven great success. People challenged one another to who could balance on real surfboards while picking up trash in the ocean for points.

ECO SURF GREEN is the new interactive dryland surf experience that requires balance, core exercise, and physical participation using standard laptops, real surfboards and large tv monitor displays. Of course, even on a small screen the experience is captivating.



PHOTO: TOBIAS TULLIUS



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Eco Surf Green Game! NEW
FOR 2020 WATCH THE
DEMO CLICK HERE.

Our educational, virtual pay-per-use software and DIY Kit is a solution that simplifies the deployment of entertainment events worldwide - eliminates the cost of shipping surfboards to far away locations. And, at the end of the party, the actual simulator can be given away. More than 30 years ago, the company introduced the world's first electronic, waterless, surfboard simulator system for dry land. The launch of their new ECO SURF GREEN software series combines the power of successful 3D gaming along with the ability to quickly change the actual wave footage, images and brands within the game. The Unity software engine maximizes the interactive on screen game play while providing the choice of using a real surfboard.

All the moves you make on the real surfboard is sensed and interpreted into riding a huge Hawaiian Waimea Wave on any video screen with simple body movements.

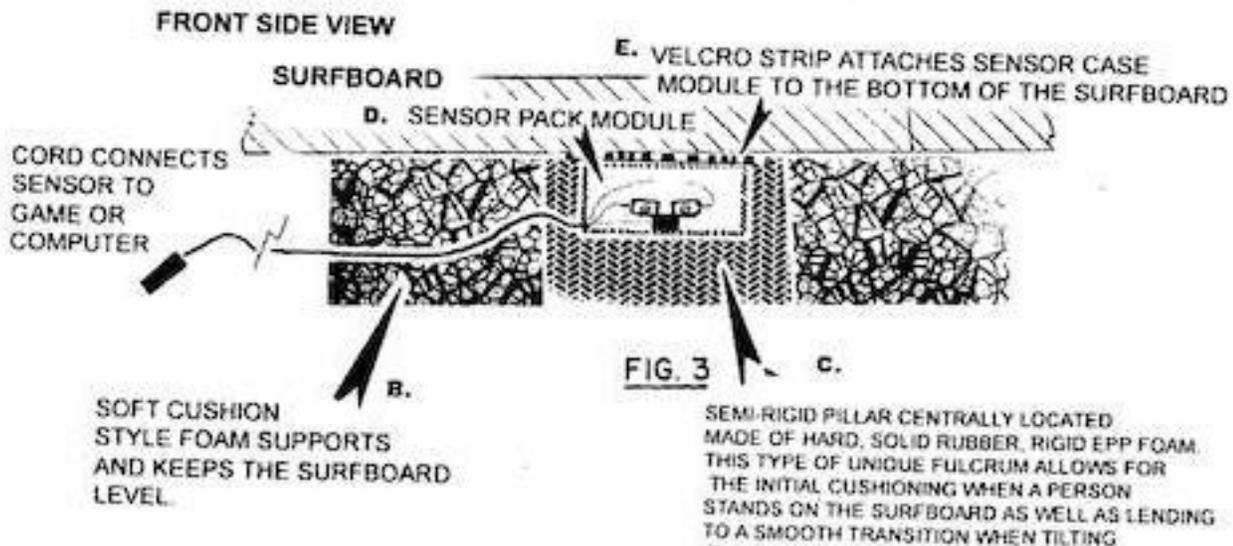
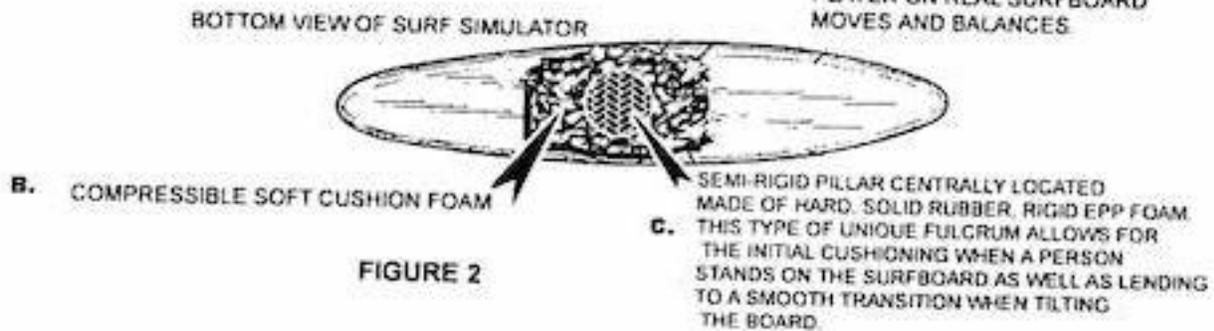
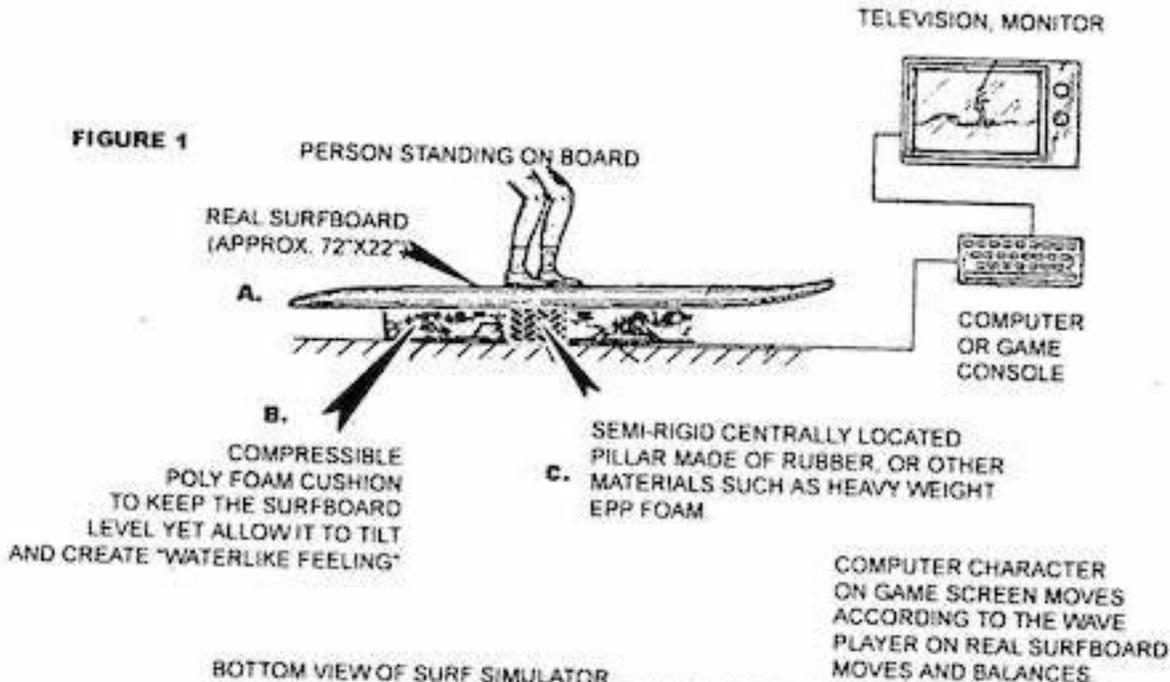
From 5 years of age to 95, anyone can experience the fantasy and thrill of water sports. In addition, the proprietary software can be quickly customized. For example, the company can project a continuous, gigantic real 30 foot virtual tube wave decorated with corporate logos, banners and branded coins. The "surfer wannabe" stands on a surfboard on dry land in front of a large monitor or projection screen and strikes surfer-like poses and movements on to control all the surfing action in the virtual wave tube

while picking up trash in the ocean for points. The dueling version allows for two people to bump into each other to collect the most trash in the ocean for points. The portable and quick deployment of our new technology offers a broader, new and exciting entertainment event for any aged guests at retail operations, trade shows, marketing / promotion, restaurants, hotels or parties all within a smaller footprint.

Our ECO SURF GREEN SOFTWARE technology will be used for corporate events, trade shows, fund raisers interactive museum exhibits, hotels and retailers that demand standalone interactive displays where manpower is a costly resource. So do more in an Ocean near you!

THE COSTLY PATENT

Surf simulator platform / video game control unit and attitude sensor



KEEP SURFING THE WAVE TOWARDS YOUR DREAMS...

Surf Summary from the board of directors!

In closing ... all I can say that if you love to entertain,
have patience with children,(and adults too) have
persistence, want to really enjoy life, are willing
to face challenges, you will love this business!

“Enjoy the journey”
as they were correct in saying -
Surf’s Up all the time, anywhere, anyplace!

MAHALO and ALOHA!

Paul and
THE VIRTUAL SURF TEAM OF HAWAII

