



## Reasons to Invest

This is something truly different.  
It's a physical game, built with 100 buttons,  
lights, and real interaction - no screen needed.

By bringing back physical play – and opening the door to a new kind of gaming platform.

### ABOUT THE PROJECT

This project is inspired by a game everyone knows — Minesweeper. Those iconic numbers that once sparked tension and strategy now take on new life.

#### The Logic of Minesweeper, Reimagined

This project draws inspiration from the classic game Minesweeper – the quiet tension of every click, the joy of a cleared board, the chaos of a wrong move.

In the original game, each number tells you how many bombs are hidden in the eight tiles surrounding it:

- 1 (red) one bomb
- 2 (green) two bombs
- 3 (blue) three bombs
- 4 (orange) four bombs
- 5 (purple) five bombs

In our version, the logic stays the same – but the numbers are gone. Instead, we use colors to represent the number of adjacent bombs. Each color is a silent clue, just like the numbers were.

It's a reinterpretation of a familiar system – one that you don't read, but feel through color and pattern.



### CONSTRUCTION

At the heart of the keyboard is a custom-designed and self-manufactured PCB. Every key is more than just a button – it's a carefully engineered system: conductive textiles chosen for their tactile feel, keycap designed from scratch, and a case that blends mechanical precision with thoughtful industrial design.

From metal stabilizers to case assembly, every component has been touched, tuned, and tested by our team. This isn't mass production – it's a small mechanical machine with a soul.



### MATERIALS AND MANUFACTURING

The keycaps will be injection molded using a custom-designed mold – a method chosen for its precision, durability, and clean surface finish. This allows us to make consistent textures chosen for their tactile feel, keycap designed from scratch, and a case that blends mechanical precision with thoughtful industrial design.

The rest of the components – including internal supports and housing elements – will be 3D printed using industrial-grade resin printers. This approach gives us the flexibility to iterate quickly while maintaining high structural accuracy.

By combining traditional mold-based production with cutting-edge additive manufacturing, we're able to balance scale, craft, and design intent.

### THE PROBLEM

Digital games today lack physical presence. Tapping on glass screens doesn't provide the same level of engagement as real, tactile interaction. People miss the feeling of physical input – especially when it comes to strategy, logical, or educational games.

### THE MARKET

We're positioned at the intersection of retro gaming, tactile electronics, and DIY hardware.

The market for unique, physical gaming experiences is growing steadily – especially among indie game developers, educators, and collectors looking for something new in a world of touchscreens.

### WHAT WE ARE BUILDING

Right now, we have a working prototype with our own PCB and firmware.

But this is just the beginning. Our goal is to turn this into a modular game platform – where you can upload new games, add new games, or even flash your own custom logic into the system. For now, it plays Minesweeper. But the foundation is already in place for much more. The hardware is ready – the net is just cast.



From there, we moved into 3D modeling, refining details and tolerances, testing how each part would interact – not just visually, but mechanically.

