

WHAT? HOW?

- An expandable, portable device that uses holographic technology.
- Magnetic connection between two separate extendable controllers.
- When detached, laser lighting is expelled to create a laser matrix on which 3D holograms are displayed to give gamers a depth to video games that has never been experienced before.
- Dimensions of 6 to 18 inches, with a max hologram height of 4 inches.
- Holographic depth of 4 inches.
- Magnetic technology allows for self-leveling controllers to stabilize the matrix.
- A light on the right grip displays the connectivity of the two separate grips, signaling the need for realignment.
- When the connection is green, there are no problems. Yellow means that the user is at risk of disconnecting the matrix. Red means that the matrix has been disconnected.
- Each controller holds a different purpose.
- One controller holds more precedence over the other for the purpose of executing video game cartridges and receiving charge.
- The other controller will hold hardware and hardware implementation, as well as bluetooth technology to receive signal from the controller that holds precedence. The controllers must be attached to each other to receive charge.

WHY?

Nintendo has pioneered the video game industry since the 1970s, valuing innovation, fun, and equality in entertainment. This means producing high quality user experiences that push user expectations and dreams. To accomplish this, Nintendo has always viewed their hardware as a tool for storytelling, allowing them to perfect the delivery of fan-loved characters and worlds. The Holoboy was created to continue Nintendo's storytelling legacy, while introducing a technology capable of transforming entertainment and communication. Nintendo hopes to impact its users in a new dimension as its characters, quite literally, come to life.

WHERE?

The portability of the Nintendo Holoboy makes gaming capable on the same levels of portability we gave to Nintendo DS and Nintendo Switch users. What the Holoboy device gives users is the ability to carry the Holoboy in a pocket. Holoboy takes up less space than a modern smartphone. Carrying cases will be sold with the device upon release for user convenience. The device is built durably to prevent accidental damage.

WHO?

Holoboy is intended to be for all ages. Our recent console, the Nintendo Switch, is played by children, adults, and elders - giving gamers responsive access to both remastered and brand new IP's. Making an experience that emits wonder and indulges curiosities is the purpose of innovation at Nintendo, and it is important to us that the Holoboy serves entertainment to everyone.

GAMES

- Imagine navigating a 3D world of your favorite game or seeing beloved characters come to life in physical space. This is now possible.
- Ported originals: Pokemon, Legend of Zelda, Mario, Smash Bros, and Animal Crossing.
- Remastered: Legend of Zelda: Ocarina of Time, Super Mario World Journey, Smash Bros 2.0, and Animal Crossing 3 will be available upon release.
- Other games are in the make, and a developer SDK will be available after release. Watch future Nintendo Directs for information on our plans for the future of our Holoboy hologram technology.

HOW MUCH?

Nintendo Holoboy will have an RSP of \$649.99 USD. Holoboy compatible games will retail for the standard RSP of \$60.00.

We understand that previous consoles have had a more affordable retail. As the hologram technology becomes more easily accessible and the products required to create it are cheaper to purchase, we expect that the price will decrease. After a year, we hope to adjust the price to \$500.00 USD. Currently, the technology, knowledge, and production that goes into such a new holographic technology has resulted in an increased price.