



Newsletter 1/2016

BowSim archery simulator launched



In January we have launched a brand new Archery Simulator! The development took place partly here at our “testing lab” in Palmerston North and partly in Germany where the main software has been written.

The simulator offers superb training opportunities for archers, bow hunters and in any team building environment so it can be used in schools archer clubs and private businesses. Some of you have already given us fantastic feedback after seeing it here in Palmerston North or last week when we toured part of the North Island!

A foam wall acts as a screen for a projector that plays digital scenarios as well as hunting clips for the bow hunters to practice. To get a quick sneak peak at some of our game please click here.

<http://www.shootingcinema.co.nz/bsgames/>

The simulator unit updates itself with new games and hunting clips on a click of a button. **In the last two weeks we have added 4 new digital archery games and 23 new hunting clips to the existing database.** Updates are an ongoing process so that the game will get more exciting each time it is played.

We are also working on a competition mode where archers can compete nationwide and internationally. Adding the competitive level aims to bring people back to your venue over and over again.

I hope you enjoyed this quick update! Please let me know if you require more information! I look forward to hearing from you!

Best regards!

Harald

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