



Patrick Harris:

Founder, Design, Fabrication and Engineering Lead

Simworx is an entertainment technology company poised to capture a massive, under-served gap in the global amusement market.

We design and manufacture the **RPX-360**, a two-passenger, full-motion simulator capable of 360-degree rolls and 30-degree pitch movements.

Mission Statement:

To deliver high-thrill, safe, and universally accessible motion simulation experiences that are easy to transport, easy to install, and thrilling to ride.

History & Status:

Simworx is the evolution of decades of simulation expertise.

The core technology is based on the proven success of the M-4 motion theater and the SX-2, SX-Interactive and the Pulse 6D six seater designs.

Currently, Simworx has a prototype RPX-360 at approximately 50% completion

Simworx is moving toward full manufacturing with a goal of Eight (8), RPX-360 units per month with ASTM certification.



The “Blue Ocean” Opportunity:

The Airshow Market:

The Airshow Council indicates over 400 shows took place in 2024. Post-COVID attendance is climbing.

There is currently no workable, safe, mobile 2-seat ride providing this level of experience in the airshow circuit.

The Fixed-Venue Gap:

Malls, roller rinks, and FECs require attractions that have a small footprint and high “curb appeal.”

The Historical Validation:

In 1994-1996, the market purchased over 100 units of the M-4 motion theater. The demand exists; the supply does not.

Target Audience:

1. Independent Operators:

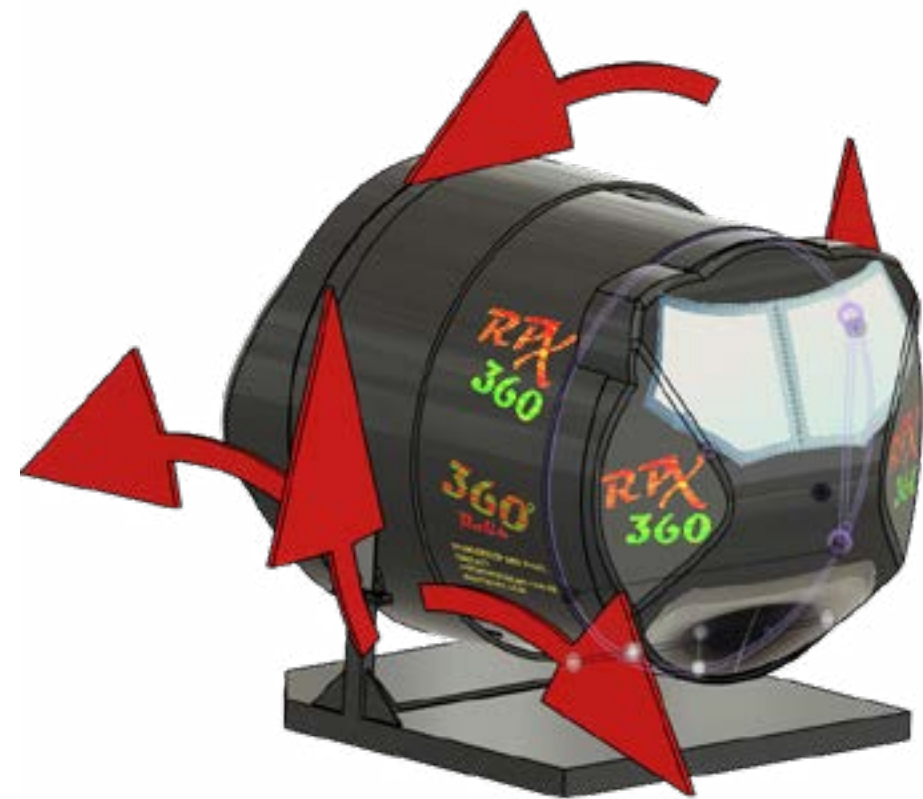
Entrepreneurs purchasing a 20ft trailer with two RPX-360 units to tour airshows.

2. Brick & Mortar Venues:

Malls and Fun Centers utilizing the unit’s ability to fit through standard double doors.

3. Corporate Sponsors:

Brands requiring high-engagement marketing tools (wrapped trailers with custom branded films).



The Product: RPX-360:

The RPX-360 is a motion ride platform where two riders are secured for a 3 to 3.5-minute experience.

Key Features:

Movement: Full 360-degree roll and 30-degree pitch, perfectly synchronized with on-screen visuals.

Visuals: High-definition screen (non-VR) offering a shared social experience without the hygiene/operational headaches of VR headsets.

Mobility: Unlike competitors, the RPX-360 is designed with a light floor-loading weight and dimensions that allow it to be pushed through standard double doors. It transports easily in standard bumper-pull or gooseneck trailers.

AI Integration: Utilizing proprietary AI interfaces to rapidly match sponsorship films with motion codes, drastically reducing the time and cost of custom content.

Maturity:

Simworx benefits from the legacy expertise of Patrick Harris, a pioneer who physically built the majority of the original global M-4 motion theater fleet. Combining this mechanical heritage with modern AI integration led by Adam Harris, Simworx offers the only highly mobile, non-VR, 360-degree ride currently in prototype moving to production.

Technology:

Simworx uses “State-of-the-Art” motion controls from Tecnic, as well as proprietary computer operation programs.

adding in many sensors to allow monitoring motion, door positions, sensed load and unloading.

Simworx uses High Def videos, to support the movements without noticable latency.

Racing harnesses as have been used in all M-4 units for 30 years for Safe Rider solutions.

Additional Development required:

ASTM Certifications are not required however, Simworx plans to certify the RPX-360 to ASTM standards to increase the Global market opportunities.

Interactive Model: A “Pro” version featuring high-quality joysticks, allowing riders to “fly” the capsule and interact with the game engine. Commercial level Licences may be needed to offer connection to Major Flight Simulator Gaming Companies.

The revenue benefits will far outweigh the costs or time required.

Alternatives & Competition



Max Flight: Not in Production

Huge weight, Large footprint, not easily accessible.
Motion centered behind riders causes motion sickness often!
Must be disassembled to install at all locations.
Not able to be directly made Mobile.
Very high maintenance.
Cost is more than 4 times that of the RPX-360.
Revenues far less than the RPX-360.



Max Flight Mobile:

Requires Full Size Semi-Truck system.
Huge Operational Costs.



Flight Sim Seat:

Very small movements,
No revenue generation setups.



RPX-360:

No-disassembly required for transport!

Mobile-Ready! Safe and Exciting!

Low operating Costs!

Unlimited types of Film designs.

Corporate Sponsonship Ready with customizable rides!

Super-Simple Load and Unload!

Can be moved through a standard set of Double Doors!

Interactive Model will be available in near Future!

Mobile Turn-Key system may be transported
by standard type vehicles.

Future Connection with Large Flight-Sim Gaming Companies possible!

Cost-effective Full 360 roll Motion Ride!!

Opportunity Size



Airshow Circuit:

400 + annual events (US alone)

Fixed Venues:

1000’s of Family Fun Centers,
Roller Rinks,
Malls.

Sponsonships:

Global High-traffic “Experience Marketing” for
Brands like (Microsoft, Red Bull, Aircraft Manufac-
tures,etc.).

Previous Customer discovery and Development:

ICAS - The International Council of Air Shows was established in 1967 by professionals from the air show industry. Its main goal is to protect and promote the interests of air shows across North America. ICAS advocates for standardized practices in crucial areas like safety and insurance, as well as how the air show community interacts with government and military officials. To foster a thriving air show industry, ICAS emphasizes that its members must operate with the highest standards of safety, professionalism, and integrity.

IAAPA - The International Association of Amusement Parks and Attractions (IAAPA) represents over 6,000 amusement-industry members in more than 100 countries worldwide and operates several global attractions-industry trade shows. Its annual IAAPA Expo in Orlando, Florida, is recognized as the world’s largest attractions trade show in the number of attendees and exhibitors and providing members insight into current amusement trends, laws, operations and industry methodology.

Key Market Metrics for Sponsorship:

Total Market Size: North American brands spend over \$22.3 billion annually on sponsorships across all industries. This substantial budget indicates a strong appetite for sponsorship opportunities.

Sponsorship vs. Marketing Budget: Sponsorship makes up approximately 12% of a brand’s average marketing budget.

Number of Sponsoring Companies: While not all companies sponsor, a significant number, especially large corporations, have dedicated sponsorship programs.

For example, 65% of Fortune 500 companies offer some form of corporate giving or sponsorship programs.

Some data suggests that sponsor companies represent about 10% of all companies in the US, indicating hundreds of thousands of potential partners.

Market Growth: The global sponsorship market is projected to reach nearly \$190 billion by 2030, showing consistent growth and an increasing reliance on sponsorship as a marketing channel.

Marketing:

1. Complete the prototype.
2. Purchase or rent transport trailer to attend events to expose the platform and generate sales potentials.
3. At all of those events Simworx will generate high-quality videos, customer interviews, operation, rider reactions to all be used on social media and You-Tube.
4. Connect with the last M-4 operator (still operating M-4 units that Patrick Harris personally built in 1995) to either sell the prototype or install the RPX-360 in his 40 foot trailer so we can use it for revenue generation at the Airshows he attends in 2026.
5. Re-new membership with Both ICAS and IAAPA to gain access to the huge number of IAAPA members for potential customers.
6. Depending on funding Simworx will start production on the 2 RPX-360 units and the Mobile 20 foot Trailer.
7. Connect with some of the hundreds of airshow managers to book attendance as attraction. Produce both revenues and Sales Contacts.
8. Connect to attend the IAAPA exhibition either in Las Vegas or Orlando showing the full Mobile Turn-Key system.

How will Buyers find the RPX-360:

1. Heavy Social media interactions.
2. You-Tube Videos.
3. Direct contact thru our Website.
4. Develop connections with flight sim users groups by either attending events or connecting at Airshows.
5. Advertisements in IAAPA Publications.
6. Connection with You-Tube Creators providing affiliate connections.



Financial Projections

Unit Economics:

Based on the past 30 years of Selling and providing Service, Repairs and advice to customers we are on the Customer Unit Model.

In the Past, we have found, in this industry, the Service revenues, the Upgrade revenues and Additional sales were dependent on the number of operating owners.

In the Past, after there were at least 10 owner-operators, the service, upgrade revenues increased.

We believe after the production and sales in the first year, we will be able to expect 15% revenues from service and upgrades.

Customer Lifetime Value:

Based on the past interactions Simworx will expect the LTV to be a “Up and Over” style curve with the revenue building in the first 3 years from the Owner-Operator.

The Curve may peak at 10 years if the owner is still an operator.

At the 10 year time-frame, then either the Owner will want a complete upgrade or the Owner is looking to sell.

Customer Acquisition Cost:

Simworx will spend a major portion of revenue to grow the sales so the CAC will grow for the first 3 years.

After gaining traction with the ICAS, the IAAPA and major influence on Social Media the CAC will reduce to a very low level.

We have found that this industry is heavily based on “Word-of Mouth” due to a large “Fan-Base” model.

Goals:

Simworx will strive to produce 8 and sell 8 units per month which is easily achievable due to the simplified design and marketing opportunities.

With this ‘ Business Model’ (per our financials report) we hope to achieve gross revenues over 10 Million by year 4. (starting 2026)

Management Team:

Patrick Harris – Design, Fabrication & Engineering Lead

30+ years in aviation (Mechanic/Inspector).

Embry-Riddle Aeronautical University Graduate (1990).

Industry Authority: Physically built the majority of the original M-4 Motion Theaters sold globally in the 90s. Designed the “Stratus” (precursor to MaxFlight), The SX-2 (upgrade version for the original M-4), The Pulse Six(6) seater with 3D visuals, water, light, seat effects.

Patrick also designed the SX-Interactive (built for an Atlanta company) with Full-Joystick Interaction to Microsoft Flight Sim Game.

Adam Harris – Technology & AI Lead

Computer Scientist with a focus on Artificial Intelligence.

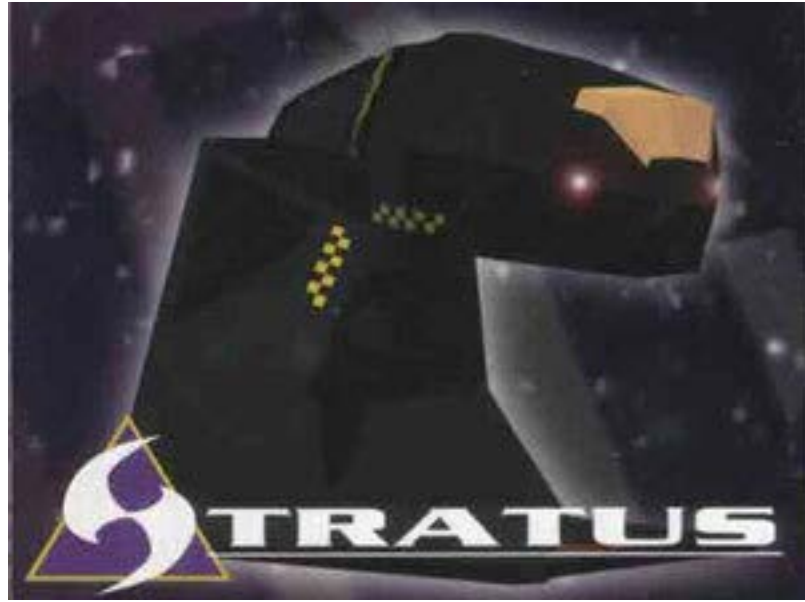
Marine Corps Veteran and FAA 107 Drone Pilot.

Responsible for software architecture, AI motion-coding integration, and game engine interactivity.

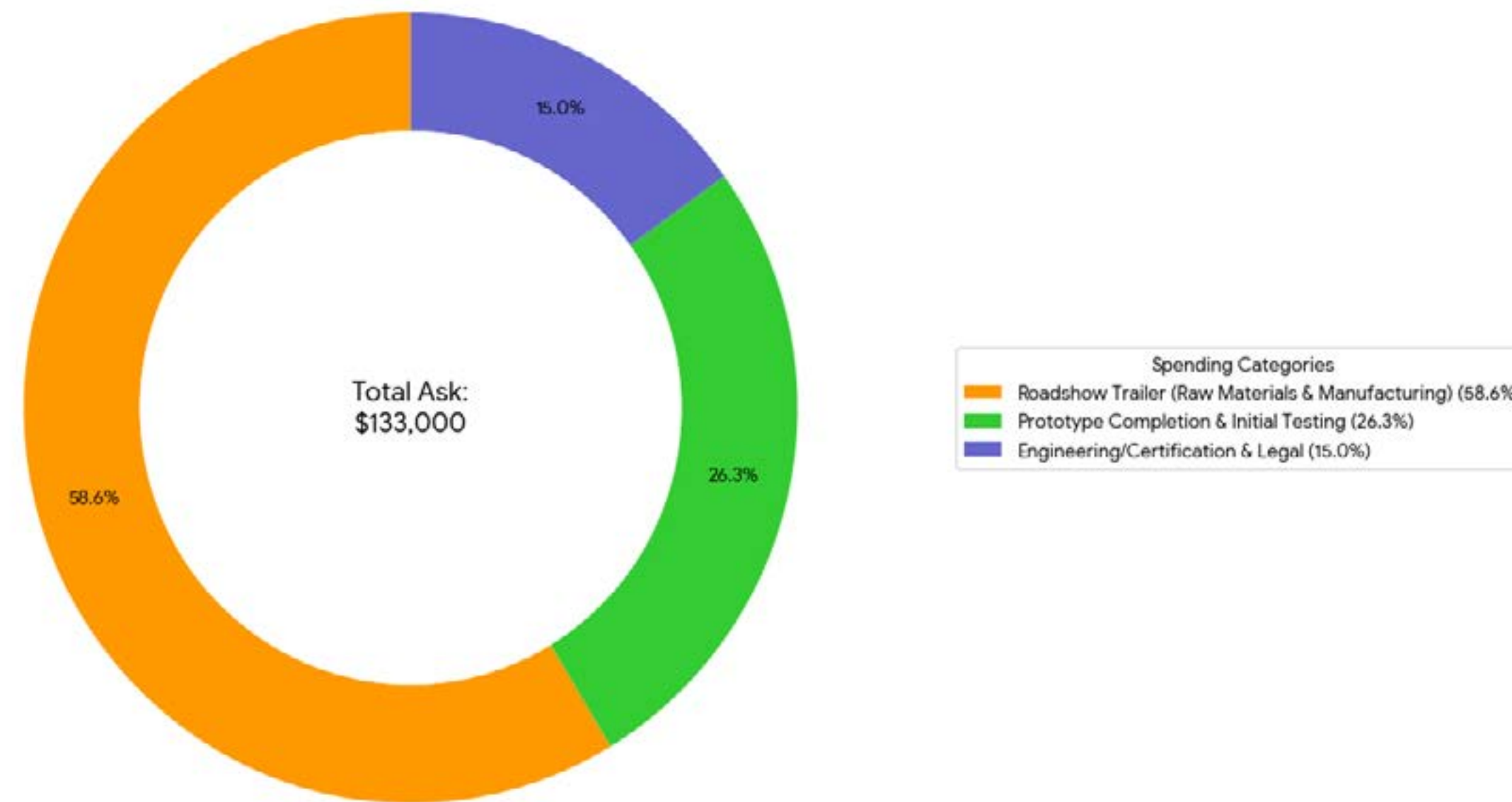
Tobe’ Harris – Finance & Strategy

Original financial entity for the prototype development.

Provides high-level business consultation and fiscal oversight.



Use of Initial Seed Capital (Total Ask: \$133,000)



Seeking:

\$133,000 USD

Use of Funds:

1. Complete Prototype, \$35,000
2. Build the “Roadshow Revenue Trailer”
Includes 2 RPX-360 units, \$78,000
Ready for operation and revenue generating.
3. Launch Marketing Campaign accessing
IAAPA (International Association of Amusement
Parks and Attractions)
members and the ACAS airshow council.
Also social media, direct FEC contacts etc.
4. CAD and design submission for ASTM certs.

Capital required to grow to 3-5X:

SEED ROUND 1: \$133,000

With an estimated Profit Margin of approx 52%, Simworx may be in position to advance to 3X without further funds.

This is dependent on making sales within the first 6 months of 2026.

If no sales in that time period then the growth will rely on attending as many Airshows and busy events as possible.

Potential revenue in 2026 from the “Roadshow” Mobile system could produce \$4,000 to \$10,000 net per attended Airshow after expenses.

Potential second round of funding:

Simworx may look at a second round to speed up the process to the 3X / 5X valuation point.

We estimate that could be \$150,000. Funds would be used to gain traction on the Global marketplace.



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