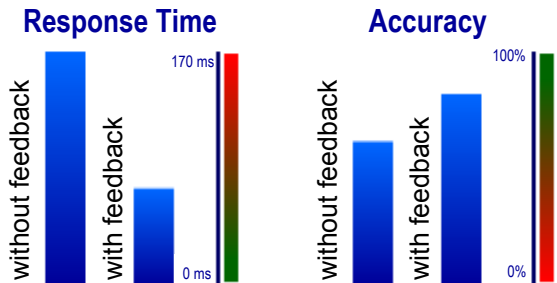


Get them out of the house and into the arcade!

Forget springs, levers, and dashpots! Give your users “real feel” for your game, ride, or simulator.



Experience decreased Response Time and increased Accuracy with our joystick!

The Engineering Matters® Joystick gives your users:

- Enhanced feel
- Lifelike gaming action
- Better realism in simulations

Engineering Matters is a registered trademark and “Experience The Joy!” is a trademark of Engineering Matters, Inc.

Engineering Matters’ Force Feedback Joystick was originally developed for very high-performance flight training and laboratory studies in the military and government. The requirements for this device exceeded any existing technology available at the time; so, we invented our own.

Currently we are adapting our joystick to the industrial and commercial markets, including the action entertainment sector—rides, theme parks and arcade systems.



“Best ‘stick ever built!....best thing we’ve seen in 20 years.”

Dr. Daniel Repperger, Air Force Research Labs
Nationally Known Flight Simulation Researcher

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**ENGINEERING
MATTERS®**

**Direct Drive Force
Feedback Joystick**



- Realistic Feel
- Lifelike Action

Experience the Joy!™

Experience the Joy!™

Give them a unique and unforgettable experience.



Give your gaming customers:

- More Power
- More Realism
- More Fun
- ***Gaming they can't get at home!***

Get them out of the house and into the arcade!

Engineering Matters' Force Feedback Joystick:

- Is extremely rugged (kids can hang on it)
- Has only one moving part (less maintenance)
- Can be scaled to fit nearly any arcade video game
- Incredible torque—up to 40X that available in home systems.
- Patent Pending

Use Our Force Feedback Joystick in Your Automatic Amusement Devices:

- Flight Simulators -
 - the 'stick responds to forces on the "airframe"
- Sports Video Games & Training -
 - In tennis, the user can serve and return, feeling the ball "hit" the racquet in tennis, returning the ball realistically
 - In golf, the user can feel the "thwack" as well as hear it when the club hits the ball
 - Other sports: skiing, skate boarding, snow boarding, etc.
- Military Simulations -
 - The recoil of a gun, the force of a shell hitting your tank, the movement of a turret
- Driving Video Games -
 - Steering wheel (in development) with force feedback gives a realistic driving experience on- or off-road or on a racetrack.