



XREALITY GROUP LIMITED

xReality Group Limited (ASX:XRG) (xReality)
ACN 154 103 607

ASX Release
Sydney, Australia – 24 February 2022

Global Launch of Products at Defence Conference in Canberra

xReality Group Limited (ASX:XRG) (xReality) is pleased to announce the global launch of its Defence specific product line during the Military Communication and Information Systems Conference and Expo (MilCIS) in Canberra today.

MilCIS is a unique opportunity for those investing in government and military communications and information systems.

Each year, MilCIS facilitates a continuing dialogue between Department of Defence employees, contractors, industry and researchers to discuss current and developing technological capabilities, project initiatives, and operational requirements.

In addition to keynote presentations, technical presentations, panel discussions and tutorials, MilCIS features an exposition that provides an opportunity for exhibitors to demonstrate new technologies and promote their products and services to attendees.

MilCIS is the only Australian conference that focuses strategically on the crucial technologies, products, systems and services associated with military communications and information systems.

XRG will use the conference to launch its Defence specific, Virtual Reality Training, Planning and Mission Rehearsal Systems.

The Presentation and demonstrations will disclose the overview of the “Operator” systems and include detail on the following 3 products;

- OP-1 VR Tactical Trainer
- After Action Review System
- OP-1 Mission Rehearsal System

Operator is a safe and agile state-of-the-art tactical training system that uses standard issued weapons in a virtual reality environment.

Military, law enforcement, other government agencies and armed personnel are routinely required to carry firearms with the potential to use lethal force. This requires regular training to maintain firing accuracy and tactical awareness. Yet training with live ammunition is costly, time consuming, and burdened by space and regulatory constraints.

Past virtual reality technologies have failed in tactical training and mission planning. Systems were too complex, immobile, and lacked integration with the users’ own equipment.

Operator Tactical Solutions was created to address these challenges and realise the benefits of immersive technology combined with real world operational experience. By reimagining



XREALITY GROUP LIMITED

virtual reality in the combat environment, Operator maximises training opportunities in a low risk and realistic manner.

VR TACTICAL TRAINER

The VR Tactical Trainer (VRTT) allows personnel to train close quarter battle (CQB) tactics and techniques in any location.

Whether in transit on board ships, stationed in forward operating bases, or any other areas without appropriate facilities, VRTT uses free roam tracking technologies developed in house by Operator, which can be used securely, anywhere in the world.

Using proprietary technology developed by Operator, the VRTT integrates with soldiers' real weapons and equipment. The VRTT is completely mobile and allows setup in minutes in any location.

Key features include;

- Train CQB drills in any location
- Teams train in the same physical and virtual space
- Opposed mode allows near peer combat training
- Setup in minutes
- Design any room layouts
- Train using your own live weapons with V Bolt™
- System is secure and offline

AFTER ACTION REVIEW SYSTEM

Debrief drills and tactics from any point of view: top down, friendly unfriendly, or any third person view
Analyse participants field of view, weapon angles, eye movement and more.

MISSION REHEARSAL SYSTEM

The Mission Rehearsal System (MRS) focuses on operational planning and mission rehearsal. The MRS uses in house tools and third party data to simulate real world targets and environments, positive identification and specific threat integration, and Command, Control & Communications (C3) planning and rehearsals. This allows rapid development of targets with live inputs to cater for time sensitive, detailed planning and rehearsals for operational environments.

The MRS system is currently in development and utilises the same technology platforms as the OP-1 Tactical Trainer.

For more information in MilCIS www.milcis.com.au

Presentation to be delivered attached below.



XREALITY GROUP LIMITED

END

About xReality Group Limited (ACN: 154 103 607)

XReality Group Limited develops and operates physical and digital simulations. Portfolio companies include Indoor Skydiving facilities, Virtual Reality (VR) and Augmented Reality (AR) entertainment, training, and production.

The Company listed on ASX on 18th January 2013 under the code IDZ changing to XRG on 13th Dec 2021.

For further information visit: www.xrgroup.com.au

Wayne Jones, Chief Executive Officer, wjones@xrgroup.com.au

Stephen Tofler, Company Secretary, stofler@xrgroup.com.au



OPERATOR



XREALITY GROUP LIMITED

PART ONE

A quick background to xReality Group

The OP-1 Virtual Reality System

Virtual Reality Tactical Trainer

Mission Rehearsal System

PART TWO

Hands on demonstrations





XRG FIRST STARTED WITH
PHYSICAL SIMULATION,
BUILDING AUSTRALIA'S
FIRST INDOOR SKYDIVING
SIMULATORS.

WE HAVE BEEN TRAINING
AUSTRALIAN DEFENCE FOR
OVER 7 YEARS.





F R E A K

THEN CAME DIGITAL
SIMULATION + FREAK

CIVILIAN FOCUSED
MULTIPLAYER FREE ROAM
VIRTUAL REALITY



AFTER SEEING HOW
IMMERSIVE FREE ROAM VR
IS, WE REALISED THERE
COULD BE MANY DEFENCE
APPLICATIONS.

WE ARE



SO, WE BOUGHT A LEADING
VIRTUAL REALITY
PRODUCTION STUDIO AND
BEGAN OUR DEFENCE
FOCUSED SIMULATION
JOURNEY.

AUSTRALIA'S LEADING EXPERTS IN VR, AR (XR),
LOCATION-BASED ENTERTAINMENT AND PREMIUM
ANIMATED CONTENT FOR GAMES, VENUES AND
ENTERPRISE

ABOUT US

OUR WORK

TRAINING

Close Quarters Battle training is a resource intensive and highly dangerous process. The individual and team skills need to be drilled often in order to maintain proficiency.

TRAINING CHALLENGE

Specialist facilities are required due to the nature of the training. Realistic training is very difficult to achieve.

OUR SOLUTION

Embrace Soldier Centric Design

Work with technology not against it

The image features a black XREAL Operator OP-1 VR headset and a matching controller. The headset has a large, curved visor with the word "OPERATOR" printed in white capital letters across its center. The controller is a black, ergonomic device with a textured grip and various buttons. The background is a dark, blue-toned digital environment with a wireframe grid pattern and glowing blue light effects. The text "OPERATOR OP-1" is centered in the middle of the image in a white, sans-serif font.

OPERATOR OP-1

OPERATOR OP-1

Free Room VR training system for tactical teams of 2-8 users

Fully mobile, setup in minutes

Extensive After-Action Review

V BOLT™ allows operators to train on their own equipment


2 Modes include;

- Tactical Training System
- Mission Rehearsal System



V-BOLT™

SMART BOLT



Replaces live bolt
carrier

Contains technology
to enable service
weapon integration



Replaces live
magazine

Powers the system
for 12+ hours of
training

V-MAG™
SMART MAGAZINE

OP-1 HARDWARE

V-Bolt™ Smart Bolt



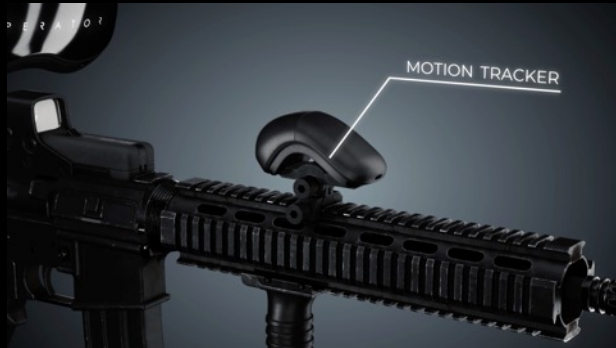
V-Mag™ Smart Magazine



VR Headset



Weapons tracking



Instructor tablet



Transport case



OP-1 VIRTUAL REALITY TACTICAL TRAINER

Train CQB drills in any location, safely on your own live weapons

Teams train in the same physical and virtual space

Opposed mode allows near peer combat training

Fully mobile, setup in minutes

9x Pre configured floor plans

Scenarios continually being added

9 FLOOR PLANS
COVERING A RANGE
OF SCENARIOS



9 FLOOR PLANS
COVERING A RANGE
OF SCENARIOS



9 FLOOR PLANS
COVERING A RANGE
OF SCENARIOS



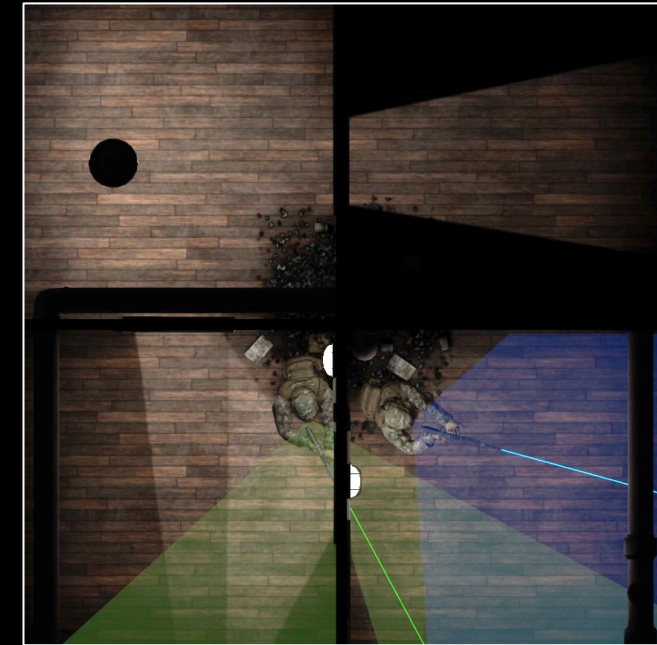
AFTER ACTION REVIEW



AFTER ACTION REVIEW



Debrief drills and tactics from any point of view: top down, friendly unfriendly, or any third person view on the Instructor Tablet



Analyse participants field of view, weapon angles and eye movement.

MISSION REHEARSAL SYSTEM ROADMAP (IN DEVELOPMENT)

Plan live operations in Virtual Reality

Soldier generated 3D maps for
building internals

Transform CAD models and
blueprints into Virtual Reality scenes

Compliments major terrain engines

Integration of INT sources including
GEOINT, SIGINT, OSINT

OP-1 MISSION REHEARSAL SYSTEM

HUMINT

SIGINT

IMINT

MASINT

OSINT

GEOINT

IN SUMMARY

Compliments existing training and planning systems


Soldiers to train more often, without physical facilities

Train the right way on your own weapons

Plan and rehearse live ops in a more realistic method

The vision is to see one in every soldiers locker



A futuristic black device, possibly a helmet or head-mounted display, is the central focus. It has a large, dark, reflective visor area. The word "OPERATOR" is printed in white, spaced-out capital letters across the upper part of the visor. The device is mounted on a black, mechanical-looking base that resembles a rifle or a specialized tool. The background is a dark, blue-toned environment filled with glowing blue wireframe lines and geometric shapes, creating a high-tech, digital atmosphere. The lighting is dramatic, with highlights on the device's surfaces and the glowing background elements.

O P E R A T O R

PART 2: Hands on demonstrations