



DAUNTLESS™-5000 VIRTUAL REALITY SIMULATOR

Sharakah Solutions
MRI-23-0011
August 2, 2023

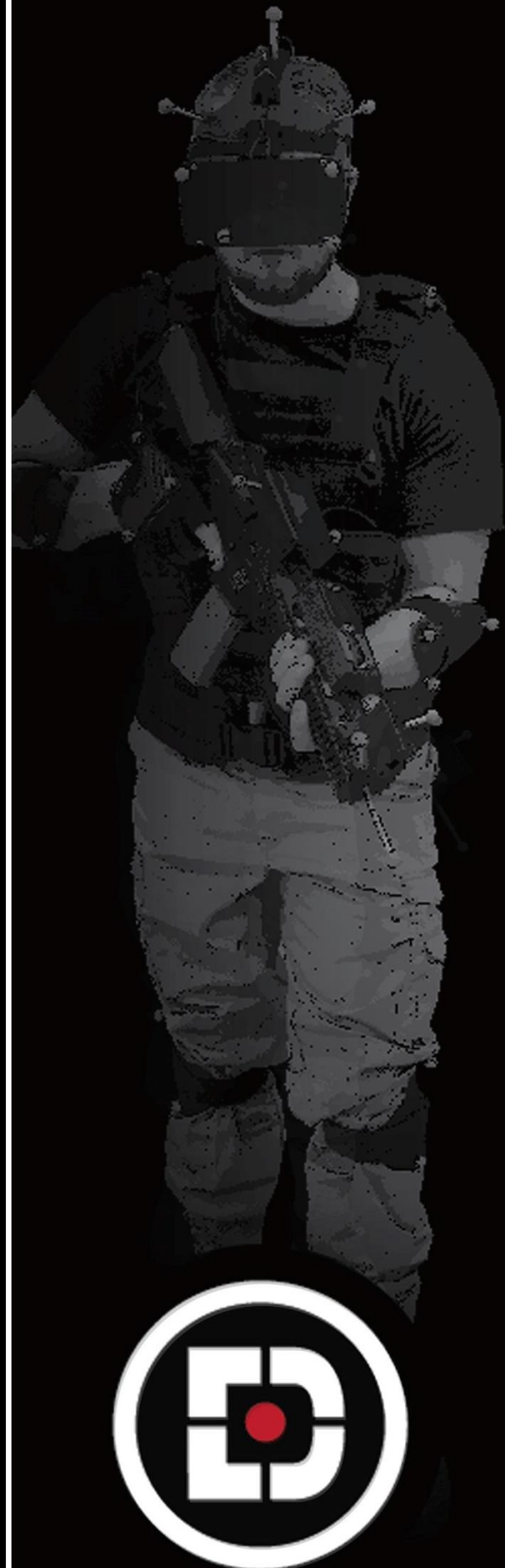


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1. EXECUTIVE SUMMARY

Motion Reality, Inc. (MRI) is pleased to offer its latest immersive tactical training simulator, DAUNTLESS™, as the best tool to prepare personnel to function at the highest level in hostile situations. By offering an unparalleled combination of realism in motion capture, graphics, team interaction, and life-like consequences, DAUNTLESS™ trainees receive valuable repetitions in worst-case-scenario situations in a safe but uniquely stressful training environment.

Training scenarios are limited only by the instructor's imagination as Motion Reality's team of developers routinely offer new environments, each one customized to fit the latest training requirements. Recently we have upgraded our Scenario Creator software so that the instructor can now quickly create a customized training environment and train in it immediately. It's as simple as selecting from a large amount of 3D assets such as doors, walls, AI characters, vehicles, and furniture, and then quickly assembling them to create individualized training environments and scenarios. This is just another reason we are confident that our training solutions will continue to be a critical component for the world's elite forces.

The following proposal details our core DAUNTLESS™ training capabilities, customization options, our comprehensive support and maintenance program, and a pricing guideline to cover all your immersive training needs.

Our goal is to develop a great partnership by detailing existing capabilities and, through listening to your needs, developing custom solutions to ensure you have the best trained personnel in your region. The DAUNTLESS™ system and an ongoing partnership with MRI will provide you with a training tool that can adapt to present and future training requirements.

I am confident we will provide you the best simulation training available and that MRI can work with your subject matter experts to fill your future training requirements as they arise.

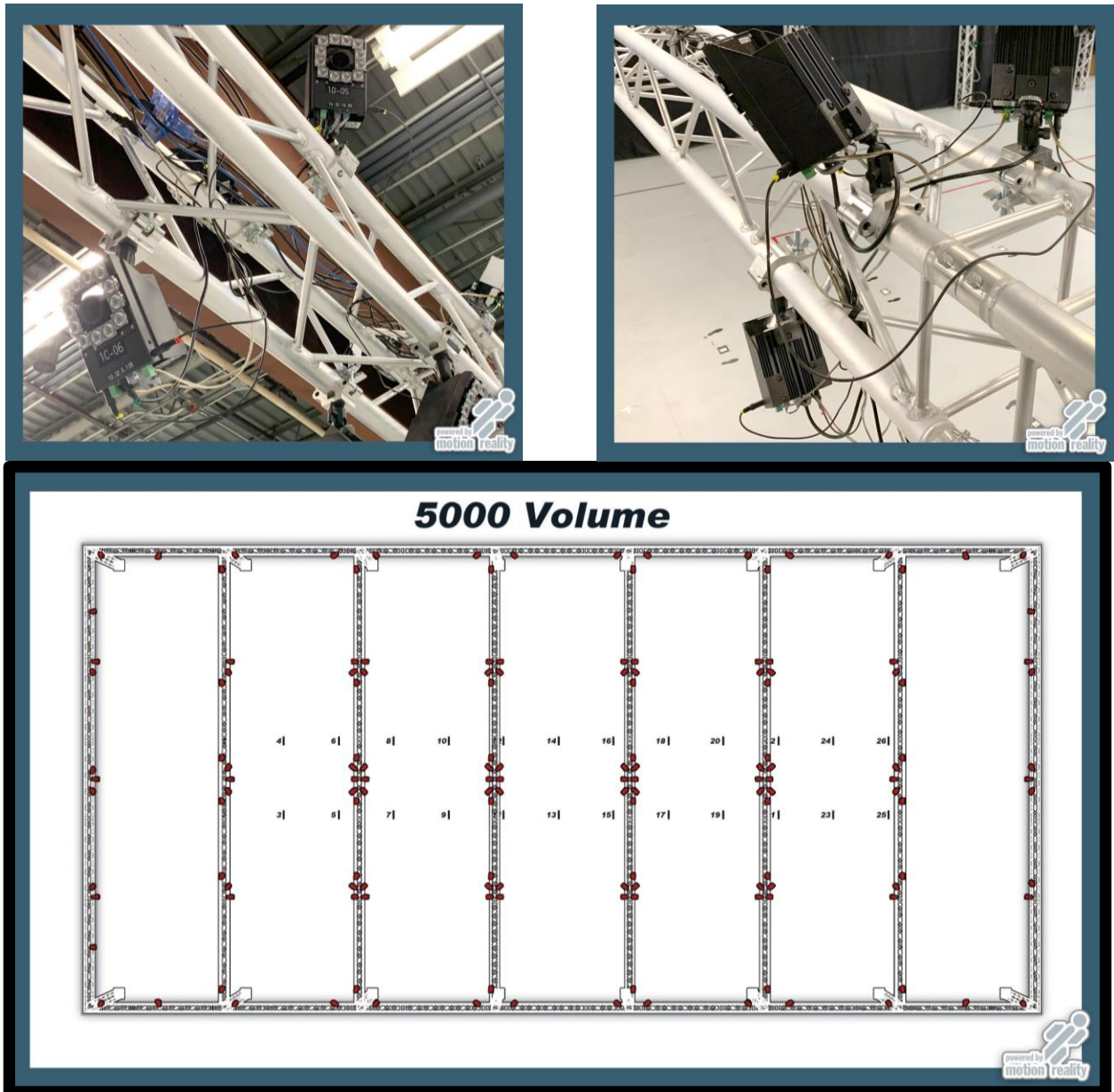
Dr. Thomas M. McLaughlin
Chief Executive Officer
Motion Reality, Incorporated

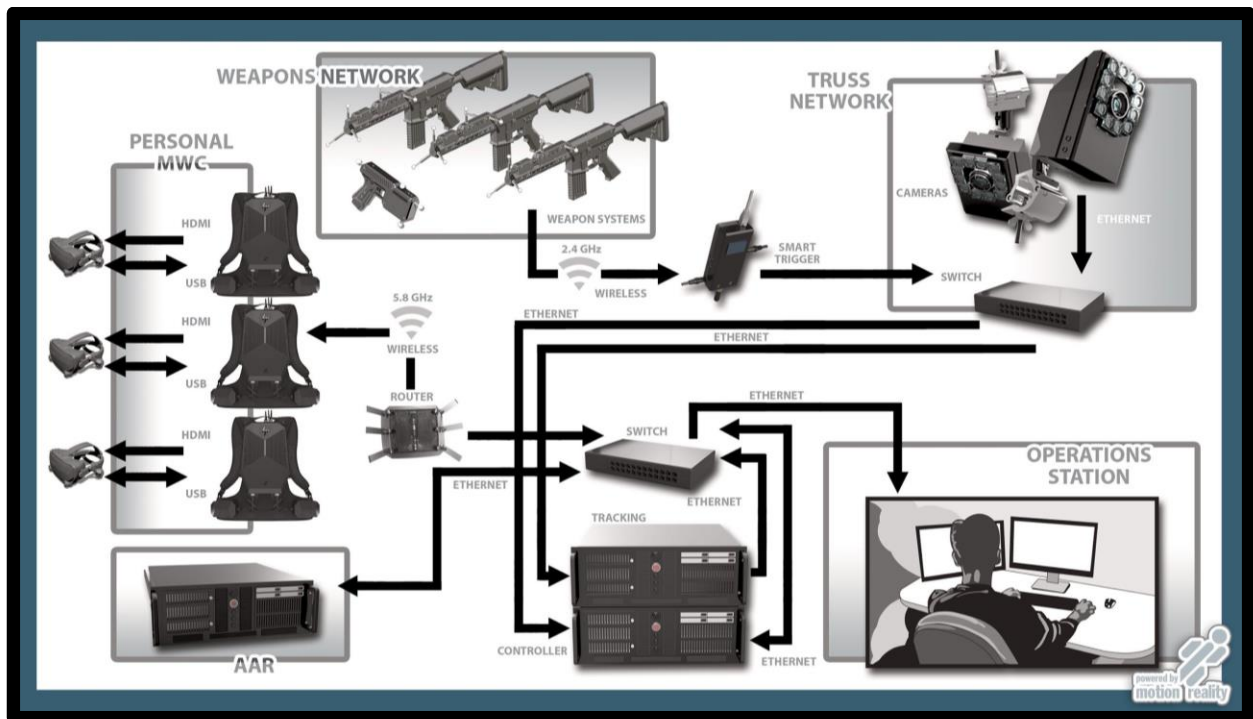
2. DAUNTLESS™ FEATURES AND CAPABILITIES

The Motion Reality family of tactical training systems immerses up to twelve (12) trainees in a visually accurate, simulated environment each populated with artificially intelligent avatars and a wide variety of environmental props, objects, and elements all combining to provide a mission scenario. In our current system, DAUNTLESS™-5000, a room about the size of a basketball court can accommodate up to twelve (12) combatants simultaneously, using a variety of weapons having realistic weight and recoil. The system provides the ability to traverse stairs in virtual buildings while remaining on a single flat level. This allows multiple teams to fight up and down different stairwells of the same building, clearing different floors, while in real life they are all on the same training floor.



Motion Reality's DAUNTLESS™ system comes in four sizes. MRI can also deliver custom sizes based on the requirements of the end user.





2.1 DAUNTLESS™ General Capabilities

- Real-time, full-body, award winning motion capture of up to 12 untethered trainees
 - Full-body dynamics are generated and applied to in-game avatars in real-time
- Fully immersive VR (multiple teams, limitless navigational freedom virtual environments)
 - Limitless - able to navigate through all parts of a virtual environment, which can be infinitely large in all physical dimensions
 - Navigate up and down stairs and terrain that naturally changes in elevation without limit
 - Trainees can be in completely different areas of the virtual environment, to include different floors of a building (e.g., high rise tower) or different buildings altogether

2.2 DAUNTLESS™ Features

- Small-unit tactical training for up to twelve (12) trainees simultaneously
 - Full body, scaled representation and motion of each trainee as an avatar
 - Interactive training where every trainee can interact with every other trainee
 - Untethered movement of each trainee
 - Limitless virtual space represented in a limited real space
 - Immersion in the simulation with threats from all angles
 - Muscle stimulation when shot
 - Force-on-force training (live team vs. live team)
 - Mixed use of live and AI characters
 - Adjustable time-of-day in select environments
 - Selectable simulated weapons with recoil and realistic functionality for each trainee
 - Voice communications between trainees as well as their instructor/operator
- AAA game engine-based high-resolution graphics using Unity3D
- Artificial Intelligence/Non-Player Characters (AI/NPC)
 - Completely natural movement for any NPC by means of applying our high-quality motion capture data
- Intuitive graphical user interfaces designed for ease of use by even non-technical staff
- Real-time shadows in select environments
- Training simulation environments with ambient (patented) 3D/spatial sounds
- Designated doors open when virtually touched by a trainee hand or by a timer
- Safety features to keep trainees from physically running into each other
- Ability for operator/controller to send trainees to different areas of a virtual environment without trainee having to walk/navigate all the way through an entire route (i.e., virtual teleportation)
- Ability to change virtual training environment from one to another within seconds
- Ability to freely control third person camera from the operator/controller workstation to view from any perspective
- Ability to view from a first-person perspective seeing through the eyes of any motion captured trainee from the operator/controller workstation
- Ability to view from a third person perspective using automatically triggered zones with initially fixed virtual camera orientations (i.e., auto-camera spectator mode)
- Ability to monitor the network connection status and the battery charge levels of all battery powered peripherals
- Bullets can pass through or collide with certain virtual environment objects based on physical properties of the object

- Ability to change appearance of each trainee's virtual character
- Immediately available after-action review (AAR) of completed training sessions
 - All 3D views available on replay, such as first-person view from each trainee, colored vectors showing line of fire for every shot, field of view for each trainee, Fast Forward/Skip Back/Pause/Play
 - Time indicator of each shot taken, who took each shot, who was hit, graphical display of part of body hit with damage indicator, hit/miss information
- Powerful Scenario Creator
 - The simple drag-and-drop graphical interface permits fast creation of new scenarios from basic art assets like structures (e.g. half or full walls, windows, doors), AI/NPC characters (e.g. men, women, civilian, armed/unarmed, military/law enforcement, props (e.g. chairs, desks, lamps, traffic cones, various vehicles, trees, rocks, etc.)
 - All assets placed into a scenario can be oriented with 6 degrees of freedom
 - The various structures and props placed into a scenario will exhibit physical properties when hit by gun fire during live captures (e.g., cinder block walls will not be penetrated whereas a glass window or thin dry wall or wood wall will be)
 - Configurable settings on non-player characters (NPCs)
 - A new scenario can be created in under an hour and can then be used immediately

3. DAUNTLESS™ 5000-12 HARDWARE, SPARES, & CONSUMABLES

This proposal highlights a mobile DAUNTLESS™ 5000 VR training simulator. Part numbers, component names, and quantities for the DAUNTLESS™ 5000 are provided below.

3.1 Base Hardware Components

DAUNTLESS™ 5000-12 HARDWARE COMPONENTS			
Section	Part #	Item	Quantity
Motion Capture	CA00009	MRI Camera	152
	CA00022	Camera Mounting Kit	152
	CB00001	10-Amp Power Supply Unit	16
	GK00001	Grounding Kit (attached to 10-Amp Power Supplies)	16
	ST00001	Smart Trigger	2
	UP00021	24-Port Ethernet Switch	9
	UP00009	UPS for Camera (at least 1920 VA)	2
	UP00101	UPS Grounding Kit	2
Trainee	MW00001	Man-Wearable Computer w/ additional batteries	13
	MW00002	Head-mounted Displays	13
	TGS0001	Mesh Bags – Trainee Gear Kit	13
	TG00016	Trainee Gear Kit	13
	WP00002	Replica Rifle Recoil w/ integrated magazine	13

	WP00004	Replica Sidearm	13
	WP00028	Weapons Charger for rifle/pistol; built into weapons rack	28

Computers	UP40000	Tracking Server	1
	UP20000	Controller Server	1
	DK00003	Operator Desk	1
	UP00004	24" Flat Screen Monitor	4
	DK00002	After Action Review Server	1
	DK00001	After Action Review Desk	1
	UP00001	Keyboard and Mouse Kit	3
	PC10000	Processor Cable Kit	1
	UP00001	Rack Mount Server Closet with Rails	1
	UP00200	UPS (Rack)	1
	UP00110	Operator Workstation Microphone	1
	UP00022	Wireless Router	2

Truss	QTB-3000	QuickTruss M209B 3000mm Quatro	32
	QTB-2500	QuickTruss M209B 2500mm Quatro	38
	QTB-1000	QuickTruss M209B 1000mm Quatro	14
	QLB-40	QuickTruss M209B 4-Way Quatro Tee Junction – Leg Down	12
	QLB-30	QuickTruss M209B 3-Way 90 Degree Quatro Junction	4
	BWPQC-M	M290B Quatro Wall Plate with ½ Connectors	14
	TS00005	Truss Connector Kit	10
	DC10000	DAUNTLESS™ Truss Cable Kit	1
	TV00001	55" Hi-Definition Flat Screen Monitor	4
	TV00100	TV Truss Mounting Kit	4
	TV00004	Avenview HDBaseT POE Receiver	4
	TV00003	Avenview HDBaseT POE Splitter	2
	PC10000	Power Distribution Kit	24
	MS00001	Cable Management System	23
	TS00010	Truss Switch Mounting Plate with Bungee Cords	9

Aim/Focus/ Scaling Tools	CL00001	Calibration Laptop	1
	CC00001	Calibration Checkerboard	1
	RA00012	Calibration Wand	2
	AW00001	Aiming Wand with Stand	1
	SC00100	Rolling Scaffolding	1

Misc.	RA00016	Floor Speaker	1
	WP00051R	Rifle Rack with Storage	1
	WP00051P	Pistol Rack with Storage	1
	CB00049	Surge Protector	4

Consumables	TG00010	MKR-RFL-15.9MM-NB	800
	TG00014	Muscle Stimulation Pad Set	600
	TG00015	Muscle Stimulation Wire Pair	26
	TG00016	Muscle Stimulation Unit	13
	TG00009	Reflective Marker "X"	100
	TL00003	LCD Wipes (Large Container)	4

3.2 Recommended Spare Components

The table below details the spare components that are recommended for the system. The Part #'s in the table below refer to the component Part # in the hardware table above.

PART #	COMPONENT	QTY
CB00001	10-Amp Power Supply Unit	2
UP00021	24-Port Ethernet Switch	1
UP20000	Controller Server	1
CA00009	MRI Camera	6
MW00001	Man-Wearable Computer	2
MW00002	Head-mounted Displays	2
WP00002	Replica Rifle Recoil	2
WP00004	Replica Sidearm	2
ST00001	Smart Trigger	1
UP00022	Wireless Router	1

3.3 Annual Consumables

The table below details the consumables that are recommended for the system. The Part #'s in the table below refer to the component Part # in the hardware table above.

PART #		QTY
TG00010	MKR-RFL-15.9MM-NB	800
TG00014	Muscle Stimulation Pad Set	2100
MW00008	MWC Battery	32
TG00016	Trainee Gear Kit	13

4. DAUNTLESS™ 5000-12 VR SYSTEM ENVIRONMENTS

Motion Reality's environments are the virtual worlds from which an endless variety of scenarios can be created. The environments range from small to large, encompassing a single building or a full residential neighborhood. The "worlds" are the basis into which all the information necessary to build a scenario is added. The environment is the empty "Sandbox" to which all other items – waypoints, rally points, props, AI – are added, to develop a scenario. MRI delivers DAUNTLESS™ with the following environments.

4.1 Airport



The environment consists of two progressions: "Main" and "Wing Entry"
There is one elevation change. "Main" contains stairs which elevate participants one floor.

1) Main - This progression contains ten waypoints (10 virtual volumes). The progression starts outside the airport and leads the participant into the airport, through the ticketing area, upstairs to the security scanning area, through the concourse, to the gate, and finally onto the plane.

2) Wing Entry - This progression contains two waypoints (2 virtual volumes). The progression starts on the wing of an airplane, allowing for entry and clearing of the aircraft. There is no elevation change with this progression.

Baggage Claim is outside the navigable area. Access to Baggage would require an additional progression. Participants can navigate the airplane in both progressions. Together you have 60,000 square feet of volume. (50K in "Main" and 10K in "Wing Entry")

4.2 Alley East



The environment has one progression with three waypoints (3 virtual volumes), giving you a square footage of 15,000 sq ft.

The level mainly sits on one floor, though it has two minor elevation changes. Each elevation change is a short incline of four steps. There is no second floor or level.

Alley East progresses through tightly spaced exterior of a village-like environment, leading trainees through enclosed corridors to an open patio. Though mostly exterior, there are overhangs and two areas, which are enclosed, providing a short interior section.

4.3 Alley West



The Alley West environment contains four routes through a mostly exterior urban environment. Alley paths weave around buildings, cars, and other common obstructions

4.4 Caves



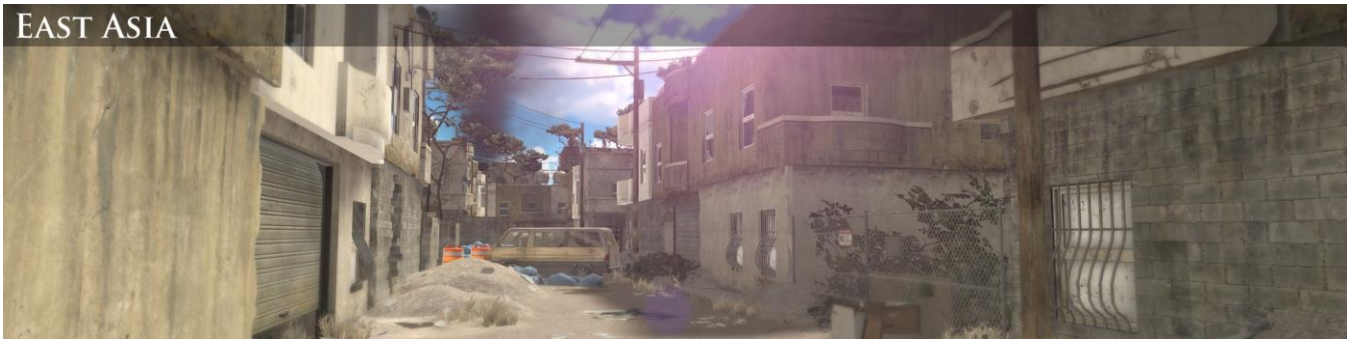
This is a straightforward environment, which consists of two waypoints (2 virtual volumes), giving you 10,000 square feet. The level does not have a second floor but does rise in elevation through the slight incline leading to the second waypoint. Trainees traverse the twists and turns past alcove rooms before coming to a final cave.

4.5 Derelict Lesson Floors



The Derelict Apartments environment represents a low-income apartment complex with several floors. The exterior walls are see-through for ease of viewing, outside the training volume. The apartment rooms are confined with clutter, which creates challenging angles. The level was built upon a single waypoint, accessing 10 floors with industrial stairs. Each floor of Derelict Apartments presents a specific tactical problem and can be utilized for both single and multi-team training exercises.

4.6 East Asia



This environment contains two progressions: "Main" and "Role-player".

"Main" contains three waypoints (3 virtual volumes) giving you 15,000 sqft. Main navigates you down one street with elevated threats through winding and difficult terrain with distant vehicle traffic, ending in front of a burned-out vehicle.

"Role-player" contains two waypoints (2 virtual volumes) for 10,000 sqft. These two volumes are not linear, but instead allow the operator to place a live role player in one of two elevated positions.

4.7 Gas and Oil Platform (GOPLAT)

GOPLAT



The Gas and Oil Platform (GOPLAT) environment presents many of the angle and elevation problems inherent in navigating a GOPLAT-type structure. Features include helipad deployment, water level ascension, crew quarters, control room, heavy machinery, and wide-open vistas.

4.8 Introduction

INTRODUCTION



The Introduction environment provides trainees with a basic familiarization of the system and the environments in which they will be training. The building consists of instructional areas for the trainees. This level will answer questions such as: How do I activate a door? Which materials can I shoot through? How do I acquire a sight picture in the system? How do I ascend stairs? And Can I affect objects in the system?

4.9 Jungle

JUNGLE



This environment contains three progressions each with twelve waypoints (12 virtual volumes).

"Jungle" is the main progression. There is also an "OpFor" and "OpFor_Operator" set of waypoints, which provide elevated locations.

The main progression, "Jungle" with an area covering 60,000 sqft begins on the bank of a river. Trainees soon cross this river while entering the jungle of twisting paths, encountering targets at level and elevated positions. The path leads through some jungle huts containing threats before crossing the river via a bridge when it directs trainees alongside a rice paddy area before ending on the beach with a threat on a nearby boat.

4.10 Office



The Office Complex environment is a four-story business structure measuring 45 x 20 meters. There are front, side, and rear entrances to the building. Roof access doors allow for top-down movement. Each floor contains multiple room, door, and window configurations fitted with office furniture, desks, and cubicles. The first floor has a large conference room, hallways, and a break room. Industrial stairs and enclosed stairways lead to the second and third floors. The second floor has a large joint training room, foyer area, and six office rooms. The third floor contains a conference room with several large offices and restrooms. The fourth floor is mostly cubicle spacing with two glass offices and an open stairwell leading to the third floor.

4.11 Residential



The Residential Neighborhood environment represents a modern western suburban block with four different house layouts as the focus; Ranch, Prairie, Raised Ranch, and Mill house. The Ranch-model home is single floored with three entries, multiple windows, kitchen, den, garage and four bedrooms. The Mill- model house contains three bedrooms, a kitchen, den, dining room, bath and a fenced in

backyard. The Raised Ranch-model house is two stories, with a two-door garage, three entryways, den, kitchen, playroom, three bedrooms, and a rear open deck. The Prairie home is two stories with a kitchen, den, foyer area, three bedrooms, and a second-floor wooden deck. It has a rear and front entry. The houses can be approached from the main street, the backstreet, or alleyways.

4.12 Restaurant



The Restaurant environment is a model consistent with common fast-food layouts. The interior action area is 24 x 14 meters with front, rear, and side entrances. There is a dining area with both open tables and booths on the walls. The kitchen space has three different entrances, a drive through window, and separated bathrooms in the hall.

4.13 School



The High School environment represents a typical school setting with a large 33,000 square meter footprint. The school has over 73 rooms, 10 overlook areas, 20 entryways, and 15+ elevation changes. Large interest areas are the gymnasium, auditorium, cafeteria, administration area, library, seven-classroom pod, courtyard, band room, guidance counselor office, and nurse's station. There are left and right-fed rooms, center-fed rooms, windows, stairwells, and various hallway configurations. Desks, chairs, banners, and tables create movement impairments to the participants.

4.14 Square Range



Square Ranges are designed as “Known Distance” target ranges with separate levels for rifle and pistol marksmanship and basic weapons handling drills. The pistol ranges contain isolated shooting pits measuring with 20 shooting stages and 10 open pits. The rifle ranges are 50 x 35 meters complete with over 20 different types of reactive and paper targets.

4.15 Stairwell Apartments



The Stairwell Apartments Environment represents a middle-income apartment complex. The exterior walls are see-through for viewing, outside of the training volume. The apartments have multiple short halls, baths, and bedrooms to clear, there is little in the way of solid cover. This level was designed for dual fire team simultaneous use, with the ability to start teams on different floors, on the large stairwell islands. This allows teams to bypass each other on the stairs, or provide support, when a team’s operational strength is diminished.

4.16 Tunnels



This environment has one progression, "Tunnels" with four waypoints (4 virtual volumes) or 20,000 sqft. This progression alternates from exterior back alley to underground tunnels twice. The tunnel areas are tight and level with the exterior alley areas providing interior garage areas and slight elevation changes through a short set of steps.

4.17 Warehouse



The Warehouse environment contains four different entry points to a common shipping or cargo-storage facility. This environment has a similar interior to those found at typical Airport Cargo Terminal.

4.18 Mountain Road



The Mountain Road environment consists of seven waypoints (7 virtual volumes) progressing down a two-lane roadway through an open, mountainous terrain. Combatants and a roadway IED are placed throughout the progression until the trainees are led to several one room mud huts in which they are able to clear.

4.19 Tactical Intro



The Tactical Intro environment consists of 11 waypoints leading trainees through the progression of clearing ten rooms with various configurations and placement of AI in which to engage.

Allows for tactical training involving techniques such as approaching the entry point, visual clears, entries, room clears, areas of responsibility, clear communications, addressing danger areas, etc.

5. MOTION REALITY LICENSE AND WARRANTY AGREEMENT

Motion Reality boasts an excellent service record with our customers. We provide a well-coordinated mix of on-the-ground and over-the-phone support to ensure every simulator always runs at optimum capacity.

The DAUNTLESS™ systems include the initial Software License and the initial Hardware Warranty for the first year of operation. These agreements begin after the installation of the system.

5.1 Software License Agreement

The Software License Agreement entitles the User to help desk support, software maintenance, software enhancements and upgrades, and features purchased by and developed for other DAUNTLESS™ customers.

(Note: if a customer-purchased custom feature is considered “confidential,” that feature will not be included in routine software enhancements and upgrades, otherwise it will be provided to all customers under their maintenance agreements.)

Motion Reality is continually improving the system’s capability and performance and adding new features to DAUNTLESS™. These upgrades are generally deployed as part of regular quarterly software revisions, although in some cases, and at the sole discretion of Motion Reality, may be installed more often or less often. When an upgrade is released, customers will receive documentation regarding the new features and/or performance enhancements.

Support for software fixes shall be handled by MRI’s Help Desk based on the classification of the problem and addressed by the Help Desk either via phone or secure internet connection. A secure internet connection is contingent on the customer’s ability to provide the necessary security clearances and network infrastructure to provide Help Desk personnel secure access to non-classified data.

5.2 Full End-to-End Warranty

The hardware warranty covers the operational and mechanical failure of all DAUNTLESS™ hardware components, excluding consumables, for the DAUNTLESS™ system. The warranty is intended to cover manufacturing defects and/or failures. The warranty is not intended to cover catastrophic loss of equipment due to fire, water damage, force majeure, or any damage of DAUNTLESS™ equipment due to negligence or unintentional or improper maintenance of the equipment or all wear and tear resulting from the normal operational use.

The warranty is contingent upon the routine and continued return of non-functional equipment to MRI on a one-for-one basis. This allows MRI personnel to conduct quality control assessments and potentially alter manufacturing processes or supplier sources to improve the quality of DAUNTLESS™ equipment, and in the case of minor repairs, execute those at the lowest possible cost. Replacement equipment may be refurbished or new equipment. The purchaser is responsible to ensure hardware needing repair or replacement is shipped back to MRI. Motion Reality is responsible for the cost of shipping repaired or replacement equipment from our location back to the purchaser. The purchaser is responsible for securing the equipment upon delivery to the customer's port of entry if a foreign country, clearing customs, and transporting repaired equipment to the DAUNTLESS™ facility.

Motion Reality warrants that any Equipment supplied:

- Be the latest commercially released version of the System at the date of this Contract
- Be free from defects in title

Upon component failure, MRI will:

- Provide online diagnosis within seventy-two (72) hours of notification, subject to fast internet access availability
- Send a technician to inspect the System and/or Equipment as soon as possible but in any event within seven (7) days after the date of notification subject to the assistance by the customer in providing any local visas or travel passes and accommodations
- Any such inspection shall be at a time and date acceptable to you, and MRI will confirm the result of its investigation within fourteen (14) days in a report to you which shall include technical findings, decision in relation to any warranty claim and the expected delivery date for completion of repairs to the Systems and/or Equipment

In the event of a repetitive defect in respect of the System, Hardware and/or Equipment, MRI undertakes to use all commercially reasonable endeavors to find a solution to the repetitive defect to prevent such a defect from recurring after the Warranty Period has expired. If any defect or failure becomes apparent in the Systems and/or Equipment within the Warranty Period, MRI will remedy such defect or failure in the Systems, and/or Equipment which exhibit the same defect or failure.

Motion Reality ensures a turn-around time within one (1) month of the technician inspecting the Systems and/or Equipment for repair work that can be carried out in-country; or within fifty (50) days calculated from the date the Hardware and/or Equipment is delivered to MRI's Facility to the date equipment is redelivered to the customer.

Motion Reality shall only be responsible for charges relating to repairs or replacement limited to, transportation from MRI to the specified international port of entry, insurance, packing and handling charges. The customer shall be responsible for the shipping (including the cost of insurance) of Hardware and/or Equipment to MRI's facility only and the provision of relevant administrative and export authorizations/documents.

The Warranty does not apply if:

- The item has been damaged by misuse (save in the case of MRI or its Representatives actions or directions)
- Modified or repaired by a party other than MRI or its Representatives without MRI's written approval
- The system has not been maintained per the requirements detailed in the Preventive Maintenance Checks and Services document provided during installation

6. FIELD SERVICE REPRESENTATIVE – OPTIONAL

Motion Reality offers the services of an MRI-employed Field Service Representative (FSR) for up to five years from contract award. During the service period, there will be a transition in which the FSR meets all requirements and fulfills all duties listed under “Job Description” in addition to supervising newly trained local representatives to take-over the roll of local support. Additional terms beyond the initial contracted term of the FSR can be agreed upon based on the customer exercising an option and notifying MRI by way of an official letter no later than six months prior to the end date of the current service period.

The customer will be responsible for providing any necessary visas and security passes to the relevant facilities.

6.1 FSR Job Description

- Facilitate tactical training sessions for local personnel
- Schedule training events
- Provide product demonstrations for local and international VIPs
- Train simulator operators
- Maintain simulators
- Deliver product-improvement feedback from end-users

6.2 FSR Qualifications

- Certified by DAUNTLESS™ Manufacturer regarding:
 - System maintenance
 - System operation
 - System training
- Proficient in technical English of DAUNTLESS™ Operating System
- Able to perform DAUNTLESS™ equipment maintenance
- Able to perform DAUNTLESS™ software performance enhancements
- Knowledgeable in troubleshooting DAUNTLESS™ software and hardware equipment
- Knowledgeable in DAUNTLESS™ networking
- Knowledgeable in DAUNTLESS™ security requirements

6.3 FSR Responsibilities

- Primary interface with the MRI Help Desk
- Use logging mechanisms and tools to address operating issues
- Coordinate resolution of software and hardware deficiencies
- Install spares
- Install software patches and performance enhancements
- Test and evaluate enhancements to software and hardware
- Capture and communicate case observations to MRI Program Manager

- Operate the DAUNTLESS™ system in the absence of locally trained operators
- Configure training scenarios using the DAUNTLESS™ Scenario Creator
- Support the execution of training exercises
- Support After Action Reviews
- Configuration management of simulation software
- Conduct storage, archiving and backups
- Assist with the development of training plans
- Monitor system during training runs
- Ensure that Maintenance Schedule and documentation of such is followed
- Provide training of local operators upon Customer request
- Provide in-country technical support
- Facilitate DAUNTLESS™ demonstrations for instructors and guests
- Provide status reports upon request
- Perform the semi-annual diagnostic evaluation

7. PROJECT TIMELINE

Event	Customer Action	Time
Contract Signing	Payment of 50% of the base contract	No later than 10 days after contract signing
Customer Site Survey	Ensure facility passes Facility Requirements Checklist and no work is pending	Prior to shipment of system and no later than 60 days after contract signing
Shipment of System	Payment of 30% of the base contract	Within 120 days of the contract signing but after site survey
Delivery of System to Installation Site	Ensure certain systems components are maintained in climate-controlled area prior to installation	N/A
Installation	Ensure material lifts are on site for installation	Within 10 days of the delivery of the system to the installation site
Acceptance	Payment of the remaining 20% of the base contract	Within 5 days of completion installation
Operator Training	Trainees have been selected, interpreters available if required	Conducted for two weeks following installation

8. PRICING

Component	Year 1	Year 2	Year 3
DAUNTLESS™ 5000-12 Virtual Reality Training System	\$2,900,000	-	-
Warranty, License, and Technical Support	-	\$290,000	\$290,000
Shipment of System Estimate *	* Estimate TBD	-	-
Installation/Training Costs Estimate * Installation estimated at one week Training conducted for two weeks following installation (There is no additional charge for MRI personnel labor for installation and training)	* Estimate TBD	-	-
DAUNTLESS™ 5000-12 Spare Components (Optional)	TBD	-	-
DAUNTLESS™ 5000-12 Consumables (Optional)	-	TBD	TBD
Field Service Representative (Optional)	TBD	TBD	TBD
Custom Environments (Optional)	TBD	TBD	TBD

NOTE:

* During this time of the continued COVID-19 fallout and supply-chain delays, there are many uncertainties regarding the actual costs of out-of-pocket expenses. Many businesses and companies will not guarantee prices beyond one week due to supply and demand and the unforeseen impact on the industry. Therefore, estimates for shipping and installation costs remain as estimates and are subject to change to reflect “actuals”. Should the “actuals” for installation, training, and shipping costs be less than the estimates, the balances will be reimbursed or credited toward future payment. Should the “actuals” be more than the estimates, the balance will be added to the final invoice.

Our planned shipment schedule to ship systems from Atlanta remains at 120 days from receipt of order and deposit. We will do all we can to meet this timetable, but unexpected delays with our vendors due to COVID-19 may necessitate a later shipping date.

8.1 General Terms

- The quotes listed are valid for 30 days from proposal date. Previous quotes and deliverables from earlier proposal drafts are void.
- Motion Reality personnel labor costs to install the system and provide initial training (two (2) weeks) on-site during installation are included in the price.
- Any out-of-pocket expenses, including those associated with shipment of the system and installation/training costs, will be provided as estimates prior to contract finalization and payments and included in the final pricing table in Section 9 above. Out-of-pocket expenses include such items as MRI personnel international airfare and local transportation, per diems, lodging, and work-force security (if required).
- Any in-country costs such as offsets or performance bonds will be added to the price above.
- The first-year warranty and license fees are included in the price.
- Customer is responsible for equipment required to install the system to include but not limited to material lifts and ladders. The 5000-size system requires eight (8) material lifts to install.

9. Payment Terms

Payments below are based upon the total of system price plus estimated shipping costs plus estimated installation and training costs, as reflected in the pricing table in Section 9 above.

1. 50% payment is due upon contract execution
2. 30% payment is due upon shipping from MRI facility in Marietta GA, USA to the customer
3. Remaining payment (20%) is due upon installation and customer acceptance

APPENDIX A: DAUNTLESS™ FACILITY REQUIREMENTS

This appendix provides the facility requirements when considering locations to house the DAUNTLESS™ tactical training systems. Although the system is available in different sizes, the environmental, climate, networking and electrical requirements remain similar. Only the footprint requirements vary.

A-1 Facility

A-1.1 Training Floor

Requirement: The training floor shall be an open space with no obstructions; to include support pillars, abutments, etc., for the following sizes:

- ❑ 5000 System – 98X48 feet (30X15 meters) measuring outside truss to truss

Ideally, the training floor should allow an additional one to two feet buffer (.3-.6 meters) around three sides for installation and at least ten feet (3 meters) on one side for the operator's desk, viewing and staging of gear.

Comments:

A-1.2 After Action Review Room

Requirement: If a separate room will be utilized for AAR, the room should allow for enough open space suitable for the students to view, in addition to any guests and the operator. The AAR room will be dependent on the size system but should also consider enough room for a large (46"-55") LCD monitor for viewing purposes. The AAR room should be near the capture volume for networking purposes. A small but satisfactory size AAR room is approximately 15X15 feet (4.6X4.6 meters).

Comments:

A-1.3 Storage/Charging Room

Requirement: A separate, lockable, 400 square foot (37.2 square meter) room with ceiling is *recommended* for storage of trainee gear, weapons, batteries, spares and other items. This room should have its own dedicated circuit with ample electrical outlets for charging the equipment. Should a separate room not be available or desired, enough room will be necessary alongside the training volume for storage and charging. The separate, dedicated circuit requirement remains should the gear be co-located with the training volume.

Comments:

A-1.4 Ceiling Height

Requirement: A ceiling height of approximately 15 feet (4.5 meters) is desired, 13 feet (4 meters) minimum is required. The ceiling clearance must be free of any pipes, support beams or HVAC system components that would breach the truss spans, thereby occluding camera coverage.

Comments:

A-1.5 Flooring

Requirement: A concrete base floor is recommended for all DAUNTLESS™ sites. A durable athletic style rubberized flooring between ¼ and ½ inch thickness is recommended on the base. Flooring must be level [a maximum of a 2" (.0508m) slope per 100' (30.48m) is acceptable].

Comments:

A-2 Environmental

A-2.1 Light Levels

Requirement: Uniform indoor lighting of no more than 300 lux or 27.9 foot-candles shall be provided for the training floor. Training floor must be shielded from direct sunlight. There must not be any halogen lights in the training area.

Comments:

A-2.2 Reflective Surface

Requirement: No highly reflective surface on or within direct view of the training floor shall be permitted. Using a foot-candle or lux meter, the luminance measured by the meter shall not be greater than 300 lux or 27.9 foot-candles. Reflective surfaces include but are not limited to: flooring, furniture, clothing, reflective markers (not in training capture) and walls.

Comments:

A-2.3 Vibration

Requirement: Training floor must be vibration free. Nearby permanent or long-term construction, aircraft activity and co-located with heavy equipment or forklift activity may impact integrity of camera positions and thereby affect capture quality.

Comments:

A-2.4 Dust

Requirement: Environment should contain less than 100,000 particles (25 microns or greater) per cubic foot (.0283168 cubic meter) in the immediate vicinity of system electronic components to include cameras.

Comments:

A-2.5 Humidity

Requirement: Humidity levels must be contained at less than 60%.

Comments:

A-3 Electrical

A-3.1 Dedicated Power

Requirement: A minimum of 12 Kilowatts of uninterrupted power is required to operate the system. The DAUNTLESS™ 5000 systems require 4-5 dedicated circuits: Two for the truss (cameras), one for the server rack and one for the weapons racks and MWC batteries. The additional circuit is required for an optional AAR room.

Comments:

A-3.2 General Use Power

Requirement: Additional adequate power (separate dedicated circuits) shall be provided for general use in the facility to power interior lighting, HVAC system, and other occupancy necessities other than the DAUNTLESS™ system.

Comments:

A-3.3 Power Outlets

Requirement: Each circuit for the DAUNTLESS system shall have a minimum of 4 outlets in the required locations.

Ten (10) 20-Amp circuits of uninterrupted power at 110 or 220 volts, depending on country standards.

Comments:

A-3.4 Surge Protection

Requirement: Surge Protectors meeting UL 1449 standard with a let-through voltage of 330 volts shall be used for all equipment.

Comments:

A-4 Climate

A-4.1 Operating Temperature

Requirement: Temperature shall be maintained between 50° and 90° F / 10° and 32° C during all periods while DAUNTLESS™ equipment is operating.

Comments:

A-4.2 Temperatures During Periods of Non-Use

Requirement: Temperature shall be between 50° and 90° F / 10° and 32° C during all periods while DAUNTLESS™ equipment is in a non-operating state.

Comments:

A-5 Network

A-5.1 Interference

Requirement: DAUNTLESS™ wireless networks must be free from outside interference. 2.4 GHz cordless phones and frequency-hopping spread spectrum (FHSS) wireless LANs shall not be used within 200 yards (183 m) of the system. Wireless network configuration parameters must be set in accordance with the DAUNTLESS™ Installation and Configuration Manual. No strobe lights or photographic flash shall be used in or near the environment while the system is operational.

Comments:

A-5.2 Network Cabling

Requirement: Network cabling specifications will be provided when final facility configuration design is approved. The developer must provide the network cabling specifications. If possible, during the site survey, locations of the operator's desk and AAR should be identified in order to provide network cabling solution.

Comments:

A-5.3 Internet Connection

Requirement: An Internet connection with a minimum download speed and upload speed of T1 must be supplied if on-line troubleshooting and Help Desk support is desired. This will not require an open line but may be scheduled and is not mandatory but desired to ease troubleshooting inquiries of system performance.

Comments:

A-6 Conclusion

All requirements in the Facility Requirements Checklist must pass inspection and meet specifications. Any requirements that fail inspection must be corrected and pass another inspection before the DAUNTLESS™ system will be delivered and installed in the facility. Motion Reality Inc. will not be responsible for facility conditions or shortcomings should the customer refuse a site survey and elect to perform one themselves prior to system installation.

APPENDIX B: DAUNTLESS™ WEAPONS DESCRIPTION

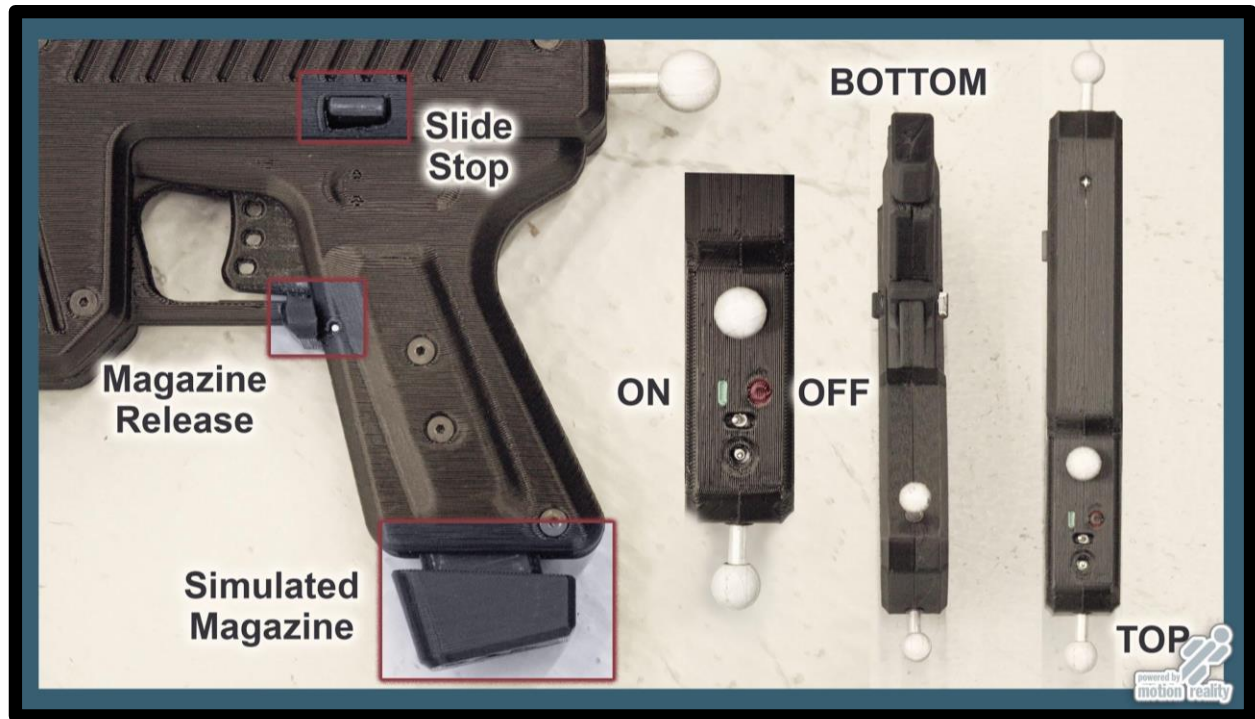
B-1 ePistol

For simulation of hand fired weapons (i.e. pistols), Motion Reality Inc (MRI) uses custom-built electronics based ePistol with a recoil mechanism to provide haptic feedback. This enclosure is a “form/fit” match for a generic pistol, the appearance of the pistol inside the DAUNTLESS™ simulator is customer specific and available for modification upon request; by default, the trainee will see a generic pistol.

No parts of this ePistol can be used in a real weapon. There is no place to insert live ammunition, neither does the ePistol have the capability to strike or ignite said ammunition. As such, there is no way this ePistol can be modified to fire real live ammunition.

Integral to the motion capture simulation weapon, it provides marker attachment points to aid in the 3D tracking of the simulation weapon. The ePistol has a built-in radio module which communicates with the DAUNTLESS™ system to relay actions from the user, such as trigger pull, magazine eject, reload or flashlight on/off.





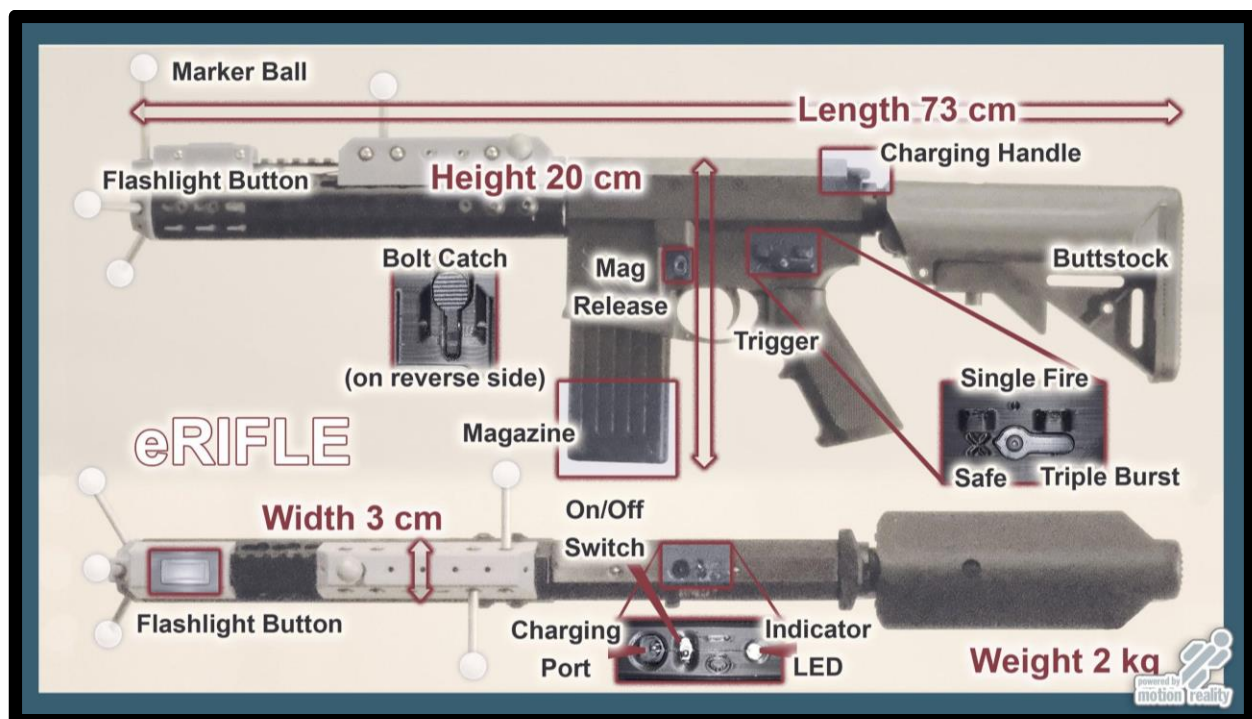
MRI's custom made and proprietary ePistol. Image shows rough dimensions, battery charging port, on/off switch, and highlights button actions.

B-2 eRifle

For simulation of shoulder fired weapons (i.e. rifles), Motion Reality Inc (MRI) uses custom-built electronics based eRifle with a recoil mechanism to provide haptic feedback. This enclosure is a “form/fit” match for a generic rifle, the appearance of the rifle inside the DAUNTLESS™ simulator is customer specific and available for modification upon request. By default, the trainee will see a generic M4 style rifle.

No parts of this eRifle can be used in a real weapon. There is no place to insert live ammunition, neither does the eRifle have the capability to strike or ignite said ammunition. As such, there is no way this eRifle can be modified to fire real live ammunition.

Integral to the motion capture simulation weapon, it provides marker attachment points to aid in the 3D tracking of the simulation weapon. The eRifle has a built-in radio module which communicates with the DAUNTLESS™ system to relay actions from the user, such as trigger pull, magazine eject, reload or flashlight on/off.



MRI's custom made and proprietary eRifle. Image shows rough dimensions, battery charging port, on/off switch and highlights button actions.



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