

# PRESS RELEASE

## LudoTech



[contact@ludo.tech](mailto:contact@ludo.tech)



## LUDOTECH'S BOARD GAME CONSOLE

**LudoTech is a young French company founded by three engineer friends who love robotics and board games. This company's first concept is a unique game system: a board game console, named OLEM.**



The goal in offering a board game console is to provide game lovers with new possibilities: new games that use innovative game mechanisms as well as a greater immersion into the game universe without distorting it. We want to preserve the essence of traditional board games while incorporating the benefits of digital technology. Players are not glued to a screen, but rather engage with one another via an innovative game system. They get access to a library of various types of games that is constantly updated by professional and amateur game authors.

Playing a board game is a moment of sharing and exchange. We seek to retain and enhance these moments of conviviality by introducing a new game experience, made possible by modern technology.



Discover a one-of-a-kind gaming experience with revolutionary game mechanics!

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Bring your board games with you everywhere you go. All you need is OLEM and your smartphone!

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At LudoTech and alongside writers, we are constantly developing new games!



## HOW CAN BOARD GAMES AND NEW TECHNOLOGIES BE COMBINED?

The board game market is constantly expanding, with several thousands of new games being released each year. Despite all of these new releases, it is not always easy for players to find games with new mechanics.

OLEM is our solution to foster innovation in board games. We provide players with the opportunity to rediscover the convivial atmosphere of board games, which has been enhanced by two major innovations. On the one hand, **the incorporation of new technologies** enables us to develop previously inconceivable game mechanics. We call game mechanics the different elements defining the way of playing, for example the dice roll is a game mechanic of Monopoly or LUDO, and the placement of tiles is that of Carcassonne. The second innovation of OLEM is its **embedded game library**, which allows the player to always choose a game that matches their preferences. The included game components are designed to be usable in several games to conserve space.





OLEM takes the form of a small robot that is **equipped with a variety of technologies**. It can move around on specially designed game boards or on the table itself and interacts with its surroundings. It detects and responds to the contact of cards, counters, table edges and even to the detection of hand motions.

In addition to its various **sensors**, OLEM is outfitted with **speakers** and **multicolored LEDs** to enable complete immersion in the universe of the selected game. Because **holonomic wheels** are used, OLEM's movements are natural and smooth, and will not disrupt immersion into the game. Furthermore, OLEM can interface in real time with several extensions and game components, expanding the game scenario's possibilities even further.



## Want to discover new game mechanics?

Thanks to its various embedded technologies, OLEM can perform complex moves in real time, or interact with game elements such as cards, obstacles or figurines. With its features, it allows to explore and invent new game experiences.

OLEM can play numerous roles and character types based on the game and its needs, whether it be an ally, an opponent, or a reflection of the players themselves. The player can control his movements, or OLEM can decide where to go by himself, the **possibilities are endless**. Whether playing with family or friends, players will have to cooperate or compete on the game board to win. In **Catalauni**, for example, OLEM is a troop of barbarians that the players must repel from the Roman city they are defending, whilst in **Prison Escape**, OLEM is the on-board representation of a group of players assisting one another in escaping from prison.

## A BOARD GAME CONSOLE CONNECTED TO A MOBILE APP

We offer many types of games and game lengths so that everyone can find what they want, whether they prefer puzzle games, strategy games, educational games, or party games, and whether they have a few minutes or several hours to spare.

Players select and add games to their digital library from **a comprehensive selection of board games** using an app (available for download from the Play Store and App Store). This selection is constantly evolving and has with infinite possibilities.

The application's role is not limited to the selection of available games. It also enables you to use your **smartphone as a gaming element** in certain games. One of

Multiple players will be able to connect to the app and play the same game. Actions are then available directly on the smartphone or tablet: selecting characters and difficulty level, making a move, performing a game action or even casting a secret vote. Playing with multiple devices, for example, allows you to give information to certain players while hiding it from others.



### Are you tired of spending hours explaining the rules of the game?

The app also includes tutorials and explanations of the game rules. The rules of a game have never been so simple to grasp when presented as texts, videos, or interactive tutorials.



Because some of the games are designed to be played without a *smartphone*, it is not necessary to have one to play them. We felt it was critical to provide this option to players who wish to unplug from the virtual world. Screens are ubiquitous in our daily lives, however they are not required to begin a game using OLEM.



A game example:

# GUARDIAN & THIEVES



Strategy and cooperation game



2 to 5 players



OLEM, large board, character cards or figurines, wall cards, item cards, smartphone

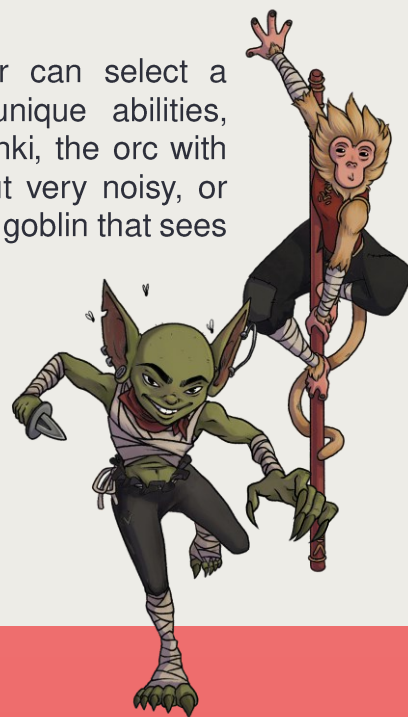


During their turn, players can move and perform the action of their choice. The moves and actions are to be performed on the board and indicated on a smartphone.

The smartphone is also used to provide information to players, such as the presence of walls or artifacts revealed. During his turn, OLEM either continues his rounds or chases a reckless thief

Your team of thieves has ventured into an ancient shrine filled with treasures. You have arrived in the dimly lit treasure room. A lone guardian, the Golem, watches tirelessly over the location. Collect as many treasures as you can, but be careful not to get captured by the guard.

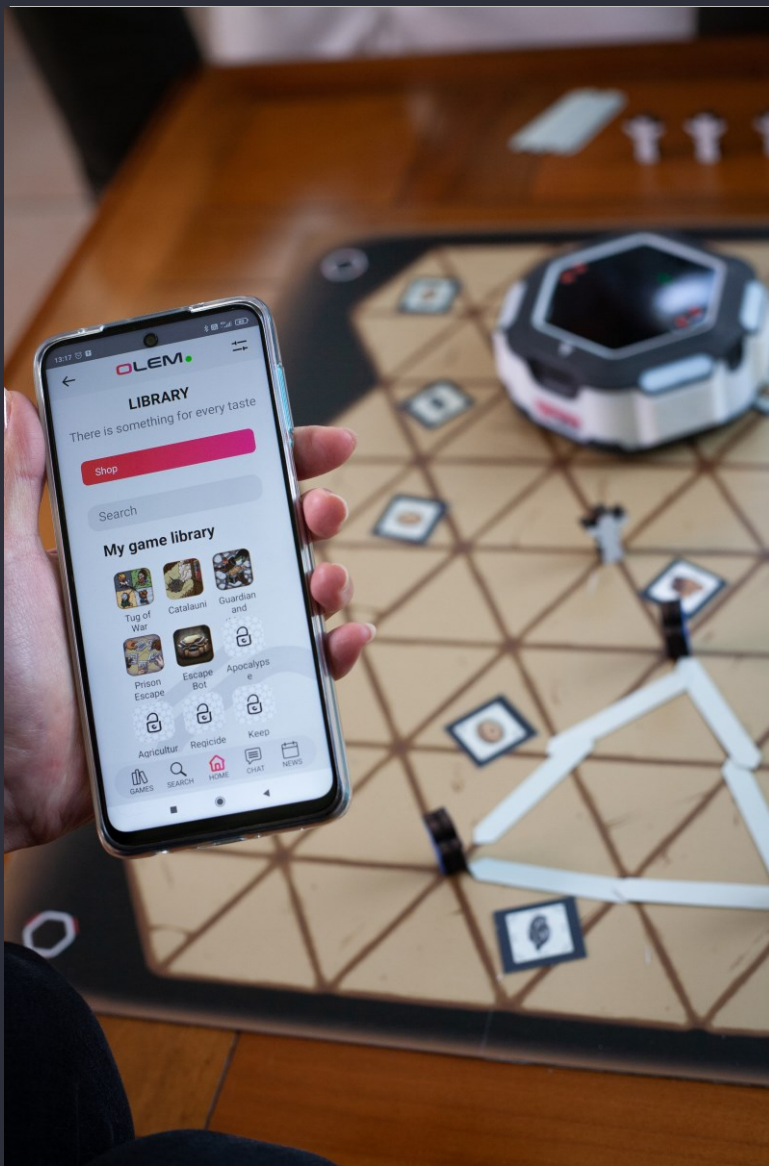
The player can select a character with unique abilities, such as Crogg'sinki, the orc with great strength but very noisy, or Merdrog, a stinky goblin that sees in the dark.



In this cooperative game, players explore the dungeon blindly in search of treasures, while taking care not to alert the guard in his rounds and not to be captured by him.

In turn, players can perform actions and explore the dungeon. They have torches at their disposal to progress faster, at the risk of being seen by the guardian, and stones allowing them to detect walls by throwing them, but also to cause a distraction with the noise they make.





## A CONSTANTLY EXPANDING CATALOG OF GAMES

To feed the digital game library, independent authors, amateurs or professionals, are also able to freely upload their games on the store, thanks to the **development platform** provided by LudoTech. The created games are available in the game library to all application users after it has been validated by the LudoTech team. Professional and amateur game authors, as well as beginners interested in learning game design, can **construct their own game universe and mechanics and submit them to the digital game library**. We are already collaborating with a number of outside authors to create additional games.





Wish you could take all your games with you?

OLEM was designed to be small and compact, with universal game accessories that can be used in a variety of games. Its compact packaging allows players to carry it easily and to be stored in any bag. OLEM is portable and adapts to different environments. Player can even start a game on the table, without a board, thanks to its table edge sensing. Everyone is free to choose their playground, whether it be a bar, their living room, the kitchen table, or even the floor!

## MANY GAMES IN A SMALL VOLUME

The OLEM board game console comes with many accessories, including cards, counters and game boards. These components allow for physical interaction with the game as well as a greater immersion in the game universe thanks to their graphics and illustration, as in any other classic board game. Other extensions will be proposed in the future according to the needs of future games, such as cards, 3D figures and even technological extensions allowing new functionalities and thus new game experiences.

## LUDOTECH

LudoTech is a company founded in **2019** by three engineers, but its origin dates back far more. Alexis, Mathieu, and Nicolas met on the benches of an engineering school and decided to start a project together. After exploring several avenues and considering several market sectors, they decided to turn to their common passion: board games.

The three co-founders wanted to bring something new to the gaming field by combining their technical skills to this universe they are passionate about. Using their knowledge and specializations in electronics and embedded software, their reflection led them in 2018 to the **desire to create a board game console.**

Three years later, the goal of integrating new technology to provide a fresh gaming experience while keeping the traditional values of board games remains the same. After designing a proof of concept and a first prototype, LudoTech has produced 20 beta-versions of **OLEM**, that have been tested in public since early 2021.



From the outset, with the goal to be close to the players, LudoTech decided to participate in major gaming events and board game fairs.

LudoTech presented a preview of its first OLEM prototype at the **Cannes International Game Festival** in February 2020, and the company then travelled to the **Montpellier Game Festival** the following month to present a new game concept on OLEM. Since then, the team has attended **over 20 board game and geek culture events** around Europe, and over **5000 beta-testers** have already played with OLEM and its 9 games already available.





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 <https://ludo.tech>

 [contact@ludo.tech](mailto:contact@ludo.tech)

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