Fall Semester 2004

Part 7 No. 1



General

Contact



Ms. Akiko FUJIMOTO (Teaching Assistant) +81-(0)80-5039-6222 Mobile: Email: af07302002@yahoo.co.jp

Mr. Kenji HASEGAWA (Webmaster)

Mobile: n.a.

Email: malayzaru@hotmail.com





Keio University Department of System Design Engineering Ohkami Laboratory (Space System Engineering) Office 14-609/14-620 3-14-1 Hiyoshi Kohoku-ku Yokohama 223-8522 **JAPAN**

No. 2







Content



No. 3

≻General

➤ Guest Speaker: Mr. Tony Webb, founder of eSpaceTickets.com and eSpaceLotto.com, Wilmington, USA

Note: The following slides were provided courtesy of Mr. Tony Webb

> Requests from Audience for Lectures

Space Tourism OPOLY The Opportunity of Space Travel... for Everyone www.eSpaceTickets.com

eSpaceTickets.com history

■ Founded in 2000 by Tony Webb



Worked with the European
 Broadcast Union for providing
 the international space tourism
 lottery

Why a Space Tourism OPOLY game?

Since the year 2000, eSpaceTickets has been trying to allow everyday people the opportunity to participate in

space tourism.



The Fact About Space Tourism

In 2003, Astronaut Buzz Aldrin said:



Fact: A space tourism lottery cannot stand on it's own without massive consumer awareness.

Space Tourism OPOLY

The eSpaceTickets Space Tourism OPOLY game is a legal, international start for all nations to unite towards

a common cause!



Why business must sponsor a Space Tourism OPOLY game?

- We must abide by the international laws.
- Best solution is for a business, organization or anyone to sponsor an organization, group or club.
 - -No fee required to play the game

Why business must sponsor a Space Tourism OPOLY game?

- We have analyzed selling the game at a lower cost.
 - Would detract from winning the very unique game board as the initial prize.
- It is by no means a cheap prize!

International Tournaments can Provide...

- The First High School Student in Space
- The First College Student In Space
- The Next Journalist In Space (Japan sent theirs!)
- The First Consumer In Space Without Paying \$20,000,000 for the journey!

Why not develop a digital game?

- Against the law to retail a game with a chance to win a prize
- Lesser revenues to fund prizes
- Extremely high expense
 - More than \$1,000,000 to produce

Why not develop a digital game?

- Low cost of board game creation
 - -Well under \$100,000
 - Licensed around the world for future space tourism lottery scratch off ticket

Game Features: Game Tokens

- Space Shuttle
- Rocket
- International Space Station
- MiG-25 Foxbat
- Launch Pad
- The Moon







Game Features: Houses & Hotels

- Space Capsules
- ■Space Hotels





Game Features

- Game Cards
 - Opportunity Cards
 - Award Cards
- Board Layout/Design
 - Standard Monopoly Board Design with Space Tourism-related squares
 - Lenticular print technology creates appearance of motion on a printed surface



Who are some of the APPROVED space tourism properties?

Incredible Adventures - The world's MCREDIBLS first public MiG-25 Foxbat flights.

- Zero Gravity Flights
- Centrifuge Training
- MiG- 29 Flight
- Cosmonaut For A Day
- Hydrolab Training
- Edge-of-Space Flights
- 16 day Cosmonaut Training
- Orbital Space Adventure to the International Space Station





Who are some of the APPROVED space tourism properties?

Starcraft Boosters, Inc. (Buzz Aldrin's team)

StarEagle I Space Tourism Vehicle



- StarBooster 350 first stage
 - *RD-173* propulsion
 - Staging at Mach 3.3
- \bullet 2 x LH2 drop tanks
- Two SSME main propulsion
- Up to 44 passengers; 4 crew • Modified StarBird I crew
- module
- · Launch escape/abort modes for crew and passengers
- 2.1 Mlb takeoff mass





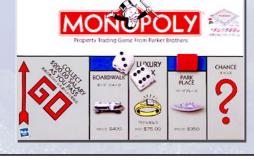






Economic Breakdown

- Influence of Monopoly
 - 250+ million units sold since 1932
 - Licensed in 45 countries, and in 26 languages



Space Tourism-opoly's Unique Economics

- \$150 suggested retail price.
- Regional/National versions of the game will be available for license.
- Private and Corporate sponsors donate boards to schools, civic organizations, media outlets, etc.

Space Tourism-opoly's Unique Economics

- Game will be available for international sponsorship.
- Players will compete in ope Space Tourism-opoly tournaments held by region organizers.



Winning players move up in tournament, competing for a the grand prize: a reserved seat on either a suborbital, or near-space, flight.

How Prizes Will Be Funded

- 48% of gross revenues to be placed in a prize fund to purchase seats in either sub-orbital, or near-space, flights.
- 52% of gross to cover
 eSpaceTickets.com's operating costs





- Production Dates
 - Begin production in March of 2005
 - Production and distribution will take approximately two months



Game Timeline

- Tournament Schedule
 - eSpaceTickets will provide the technology to schedule the tournaments in your local area.
 - Prize Disbursement Schedule



Forward-Looking Statement

We truly believe that the world can play the same game and unite to a common cause. We will continue working to reach this goal. After all, Monopoly has been licensed in 45 countries and we intend to surpass that with the Space Tourism OPOLY program. We truly do envision when consumers can purchase a space tourism lottery ticket and we will work hard to insure that this dream comes true for all. Perhaps even a journey to the Moon or Mars will be forth-coming... all because of Tony Webb, Founder of eSpaceTickets delivering on what he said. "I learned years ago not to talk about it; but to do something about it and the Space Tourism OPOLY program brings forth a WIN-WIN solution for ALL mankind!"

