A logo of a cell phone and trees

Description automatically generatedPress and Endorsements

## Endorsements

"With foundational patents and proprietary technology, Johnny’s team is bringing outdoor gaming into major genres – action, role-playing, racing, strategy – that have long thrived on PC and console but never successfully translated outdoors.

Their vision is bold, and their execution is grounded in both technical depth and player insight. It's with confidence that I can say Johnny and his team are leading the next evolution of outdoor gaming."

— Jenna Seiden, former Niantic VP Business Development

"Johnny is the best communicator and most 'can-do' guy I work with."

— Jack Tretton, former PlayStation CEO

"[*I haven't seen anything like this since Pokemon Go.*](https://www.forbes.com/sites/charliefink/2025/06/16/metas-scale-ai-bet-hollywood-sues-ai-xr-industry-readies-ar-glasses/)"

— Charlie Fink, Forbes in 2025

## This playstation Logo is an inpsiration for one of my art, the flatness and multi-harsh colors of the image. It almost seems origami.

## Charlie Fink – Keynote Speaker | London Speaker Bureau

## **Press Videos**

[See videos of journalists trying our game at Game Developer Conference](https://www.youtube.com/@monsarratgames/playlists), who gave these quotes:

* “Very, very new. Never seen anything like it before.”
* “Feels like a totally new idea”
* “They’ve really got some next level stuff… breathtakingly easy”
* “Intuitive, really easy to do”
* “Gives that that next step into a deeper sense of immersion… like I was on the Holodeck”
* “A surprisingly level of physicality, makes the world feel a lot more real than I expected a mobile game to feel.”
* “A lot of potential”
* “As a fan of Pokémon Go it makes me a little sad what Pokémon Go could have been”.

## **Other Press Articles**

* In 2024, we were the only startup featured by Forbes from the 5,000 attendees to Augmented World Expo, the world's biggest AR tradeshow.
* 2024 "[*a remarkable outdoor roleplaying video game*](https://www.forbes.com/sites/charliefink/2024/06/26/glasses-gadgets-haptics-and-playing-around-at-awe-2024/)".
* 2023 "[*The best parts of AWE... a compelling demo of what it’s like to walk around a real park that has been converted into an alien planet.*](https://www.forbes.com/sites/charliefink/2023/06/03/boom-times-for-xr-at-awe-2023/)
* Alex Wawro, Tom’s Guide, [I Just Saw the Future of Mobile Gaming Through AR Glasses, and It Looks Wild](https://www.tomsguide.com/computing/vr-ar/i-just-saw-the-future-of-mobile-gaming-through-ar-glasses-and-it-looks-wild)
* Erik Hartley, XREAL Insider, [XREAL Air 2 Ultra and App Demos at GDC 2024](https://www.youtube.com/watch?v=VaGUsrIWvGY&t=24).
* AtomBombBody, [I just previewed Landing Party. Blown away!](https://twitter.com/AtomBombBody/status/1773462750016246104?t=oniA8sawKHLz6Hv8e9FL5A)
* Video interview with our CEO on [The Metaverse and AR Gaming](https://www.youtube.com/watch?v=AVRLZxb0nrg)
* Video interview with our CEO on [The Future of AR, and AR vs. VR](https://www.youtube.com/watch?v=RiI-IeKJTRQ)

## Press Contact

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