

Air Polo: One-Page Summary

Reinventing Sport, Redefining Gravity

Concept

Air Polo is a next-generation sport played in variable-gravity environments using advanced electrostatic and aerodynamic field systems. It blends athletic performance with aerospace innovation — athletes float, thrust, and maneuver freely in an enclosed 3D arena called the AP Box.

Technology

The AP Box simulates “high to low to zero” gravity through multi-axis electrostatic vectoring. Players wear specialized AP Suits that interact with the field, allowing controlled movement, lift, and resistance. The system doubles as a testbed for human movement research and aerospace training.

Gameplay

Teams of six compete to score goals in a floating 3D field, using momentum and walls to maneuver. Matches are visually dynamic and physically demanding, requiring strength, teamwork, and spatial awareness.

Applications

- Astronaut and pilot training in near-weightless environments
- Defense readiness for variable-gravity operations
- Extreme sports entertainment and VR broadcast experiences

Market

Air Polo bridges three fast-growing industries: global sports (\$600B+), human performance training, and aerospace simulation. Potential revenue streams include pro leagues, franchise arenas, and R&D; partnerships with defense and space agencies.

Roadmap

Phase 1 – Build prototype AP Box and suit system Phase 2 – Pilot demo and first public match

Phase 3 – Full-scale arena launch Phase 4 – Institutional collaborations Phase 5 – Global league expansion

Vision

Air Polo redefines the limits of human motion — turning gravity itself into part of the game. It's more than a sport; it's the evolution of how humans train, play, and explore beyond Earth.