



# HoloSpace VR

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Next-Gen VR Entertainment

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# Player-Approved & Highly Addictive



# HOLOSPACCE

PART 01

# 01 **Why Traditional VR Solutions Fail for Venue Operators?**

PART 01



# 01、 The Location-Based Entertainment (LBE) Pain Point



## The Franchise Trap

Competitors charge hefty upfront franchise fees and demand 10%-15% of your hard-earned revenue every month.

## Pain Point 01

## The Efficiency Problem

30-to-45-minute long games create bottleneck queues. Customers leave when the wait time is too long.

## High Operational Cost

Heavy backpack PCs and complex setups require dedicated, high-paid staff to monitor every single game.

## Pain Point 02

## Content Drought

Most systems only offer 3 to 5 games. Players get bored quickly, destroying your customer retention rate.

## 02、 Introducing Holo Space Micro-LBE, Mega Profits



### 100% Turnkey Buyout

- Zero Franchise Fees: No monthly royalties or hidden software subscriptions.
- 100% Profit Retention: You keep every single dollar of your ticket sales.
- Total Ownership: You own the tech, the brand, and the pricing freedom.

01

### Ultra-Low Labor Costs

- 1-Staff Operation: The automated system allows a single employee to run the whole arena.
- No Heavy Backpacks: Next-gen standalone wireless headsets eliminate complex tech setups.
- Slash Your Overhead: Drastically lower your monthly labor expenses.

04

### Ultimate Weekend Throughput

- 8-15 Min Sessions: Built for high-frequency rotation and zero queue bottlenecks.
- 3x More Sessions: Run up to 3 full groups per hour during peak weekend times.
- Micro-LBE Efficiency: Maximize your hourly revenue per square foot.

02

### Hyper-Fast ROI & Payback

- Low Entry Barrier: Full equipment packages start at an accessible \$39,000.
- 2-3 Months Payback: Highly profitable model allows you to fully recoup costs in 60-90 days.
- Pure Net Profit: Once hardware is paid off, your revenue is practically pure profit.

05

### Massive 17-Game Library

- Lifetime License: Access 17 premium VR titles out-of-the-box with zero ongoing cost.
- All Demographics: Perfect for zombie shooters, sci-fi battles, and kids' birthday parties.
- Unstoppable Retention: Massive variety keeps customers coming back every week.

03

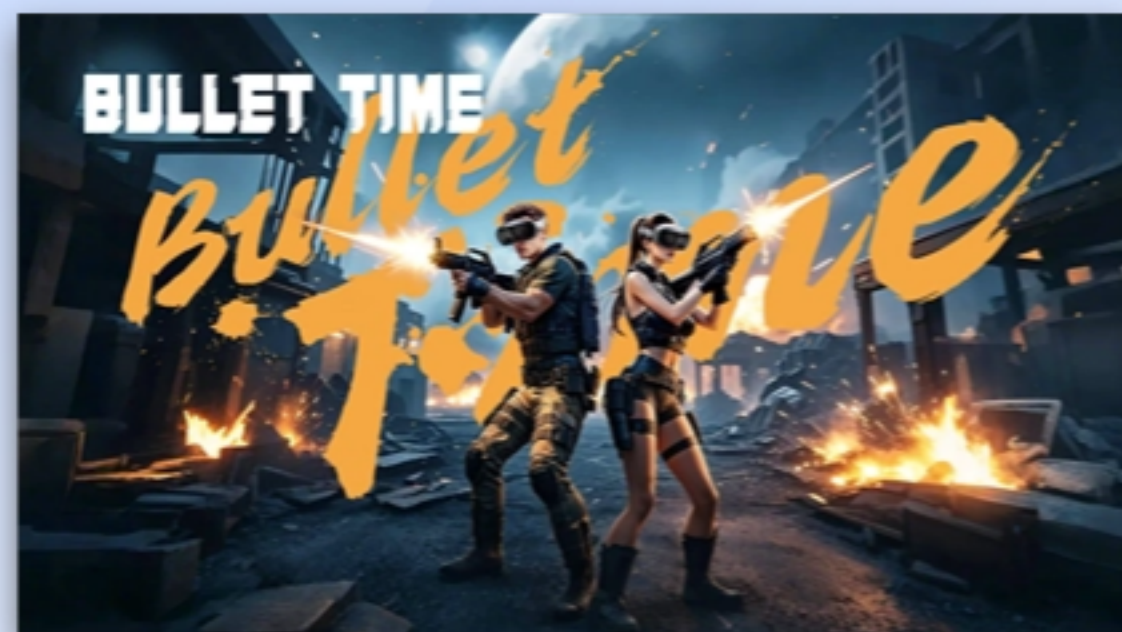
### Plug-and-Play Integration

- No Heavy Renovation: Fits perfectly into any 800-1,200 sq. ft. open floor layout.
- Instant Venue Upgrade: Ideal add-on for Bowling Alleys, FECs, and Escape Rooms.
- Monetize Empty Space: Transform underutilized floor space into a cash machine overnight.

06

6 Pillars of  
Mega Profits

# 03、 17-Game Library



# 04、 Unmatched Replayability for Every Demographic



**17 Full Games Included Out-of-the-Box**

From spine-chilling horror and intense tactical shooters to family-friendly adventures and competitive PvP.

**Unlocking All Revenue Streams**

- Corporate Team Building: High-stakes tactical shooters.
- Birthday Parties (Kids & Teens): Colorful, non-violent cooperative adventures.
- Hardcore Gamers: Intense zombie survival waves.

**Built-in Retention**

Offer a "Season Pass" or loyalty program. With 17 games, customers can return

# 05、 High Throughput = Maximum Revenue Per Square Foot



Metric	Traditional VR	HoloSpace
Game Duration	30 - 45 Minutes	8 - 15 Minutes
Players per Session	6 Players	6-10 Players
Sessions per Hour	1 Session	3 Sessions (incl. quick reset)
Suggested Ticket Price	\$50 / Person	\$15 / Person (High volume Impulse Buy)
Hourly Revenue Potential	\$300 / Hour	\$270 / Hour

# 06、Crushing Your Payback Period



## Conservative Weekly Forecast

- Peak Weekend (Fri-Sun): 25 sessions/day × 3 days = \$6,750
- Weekday (Mon-Thu): 5 sessions/day × 4 days = \$1,800
- Total Weekly Revenue: \$8,550
- Total Monthly Revenue: \$34,200

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### Average Revenue per Session

(6 Players × \$15): \$90

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### Net Profit

Approx. \$23,200 / month  
Estimated Payback Period:  
2 to 3 Mont

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### Estimated Local Opex

Rent, Labor, Utilities \$11,000 / month

# Let's Build Your Future Arena

Ready to see a live demo or schedule a virtual tour?

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