

# HOLO CAFÉ





# WHAT IS THE HOLOCAFÉ



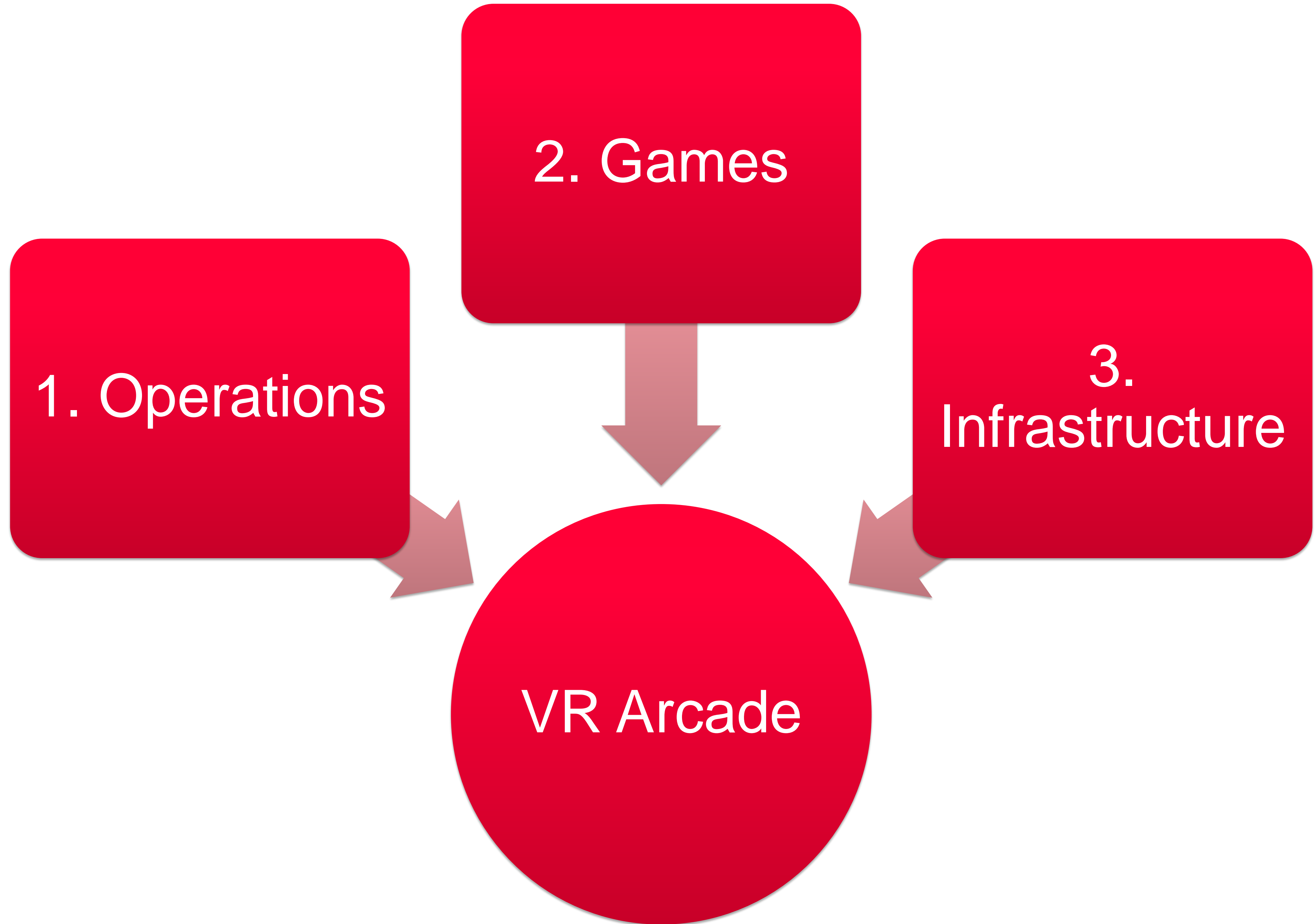


# THE HOLOSUITE





# THE THREE BIGGEST PROBLEMS





# CUSTOM SOFTWARE FOR DAY TO DAY

## 1. Operations

Session Management

Age Control

Upselling

Retention

Supervision

Ticketing / Payment

The screenshot shows the HOLO CAFE Command Center interface. On the left, there is a 'Rooms' panel with a 'Refresh' button and a list of four holosuites: Holosuite 1, 2, 3, and 4, each with a status indicator and a refresh button. The main area displays 'Pregame: 06:37' and a large blue diamond icon with 'USK ab 16 freigegeben'. Below this is a row of buttons: 0, 6, 12, 16, 18. A large digital clock shows '20:00'. At the bottom, there are buttons for -10, -1, +1, +10, Free, and a green 'Start Session' button. On the right, there are two panels for 'HOLOCAFE-6' and 'HOLOCAFE-8', both showing 'Connected: True' and 'Current Scene Process: holocafe\_spaceteam', with an 'Open Client Config' button below each.

The screenshot shows the HOLO CAFE Comlink interface. It is divided into several sections: 'Deploy Targets' on the left, 'Local Apps' in the top middle, 'Online App Storage' in the top right, 'Deploy Queue' in the bottom left, 'Info "Holo Arena"' in the bottom middle, and 'Download Queue' in the bottom right. 'Deploy Targets' lists Holosuit 1, 2, and 3 with checkboxes for various HOLOCAFE instances. 'Local Apps' lists Command Center (5), Warpdrive (14), Chaos Commando (11), Lobby (9), Comlink (5), Holo Arena (11), and Carpe Lucem (3). 'Online App Storage' lists Lobby (9), Chaos Commando (10), Warpdrive (14), Command Center (2), Holo Arena (11), Carpe Lucem (3), and Comlink (5). 'Deploy Queue' shows progress bars for Holo Arena > HOLOCAFE-1 (100%), HOLOCAFE-2 (13%), HOLOCAFE-3 (0%), HOLOCAFE-4 (0%), and HOLOCAFE-0 (0%). 'Info "Holo Arena"' shows 'Deploy Version: Version 11 (2018-02-22 10:54)'. 'Download Queue' shows progress bars for Holo Arena (v11) (18%) and Lobby (v9) (0%).



## 2. Games

Tailored for arcade setting

Family friendly

Local multiplayer games

Various genres

Regular new content

Automatic deployment





## 3. Infrastructure

Already built

2 Popup stores

3 Partner locations

1 Flagship store

Architecture design

Interior design

Construction

Regulations know-how





# Timeline

Jan. '16

- Company founded

Aug. '16

- Pre-Seed funding round (pre money 760,000 USD)

Dec. '16

- First Popup Store

Aug. '17

- Partner locations open in two german cities

Nov. '17

- Second popup store

Jan. '18

- Seed funding for flagship store (valuation 1m EUR)

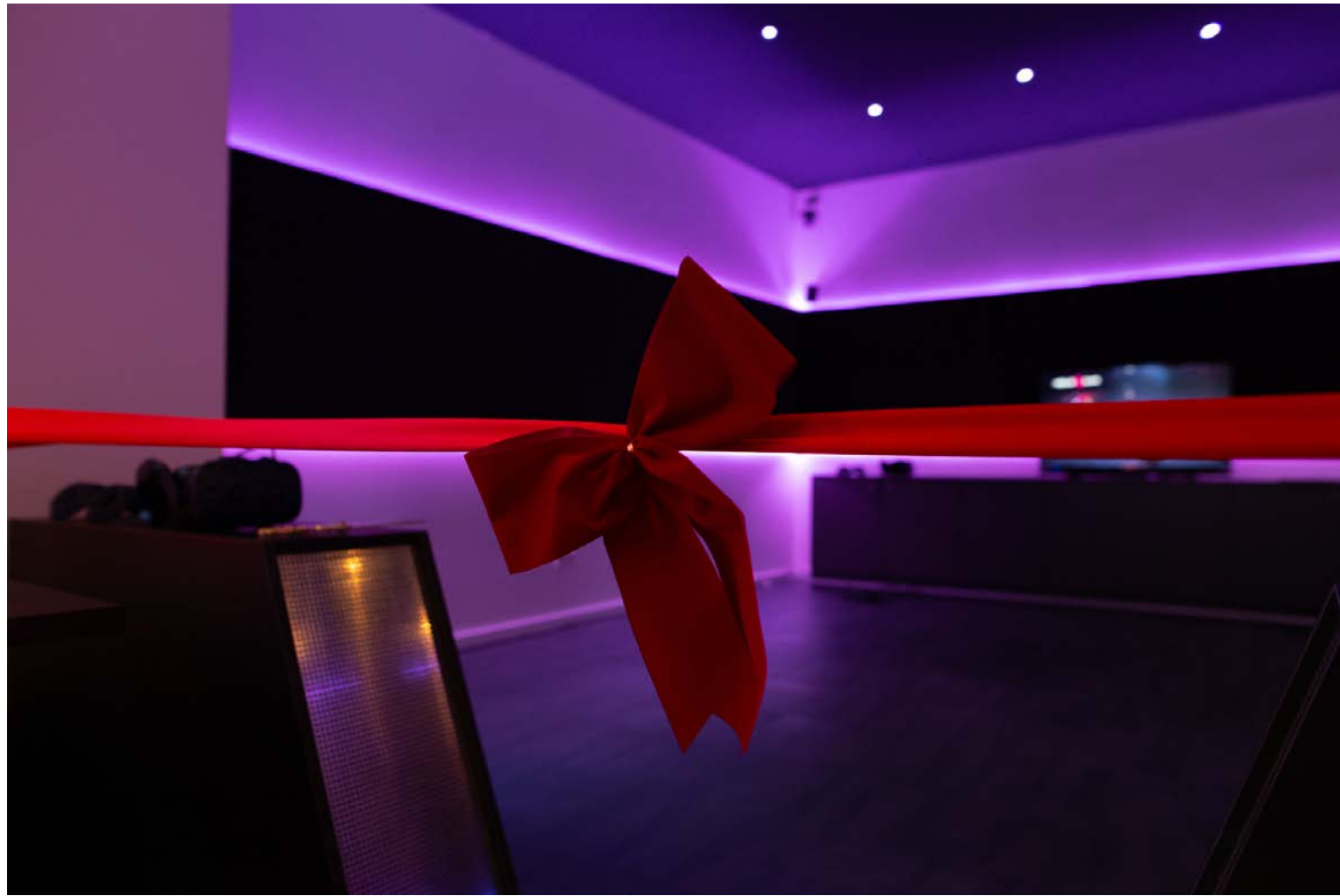
Dec. '18

- Flagship store opening in Düsseldorf





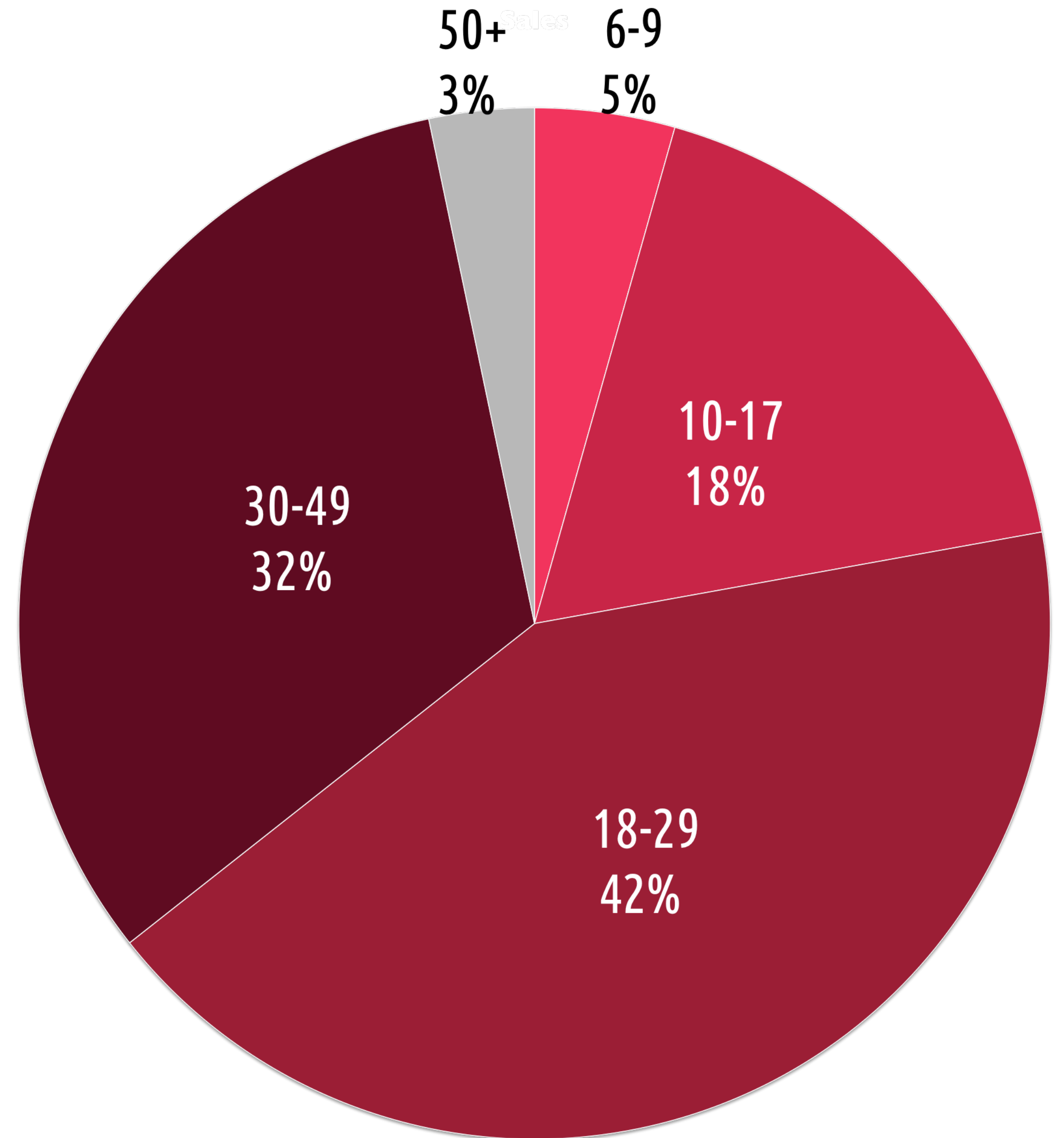
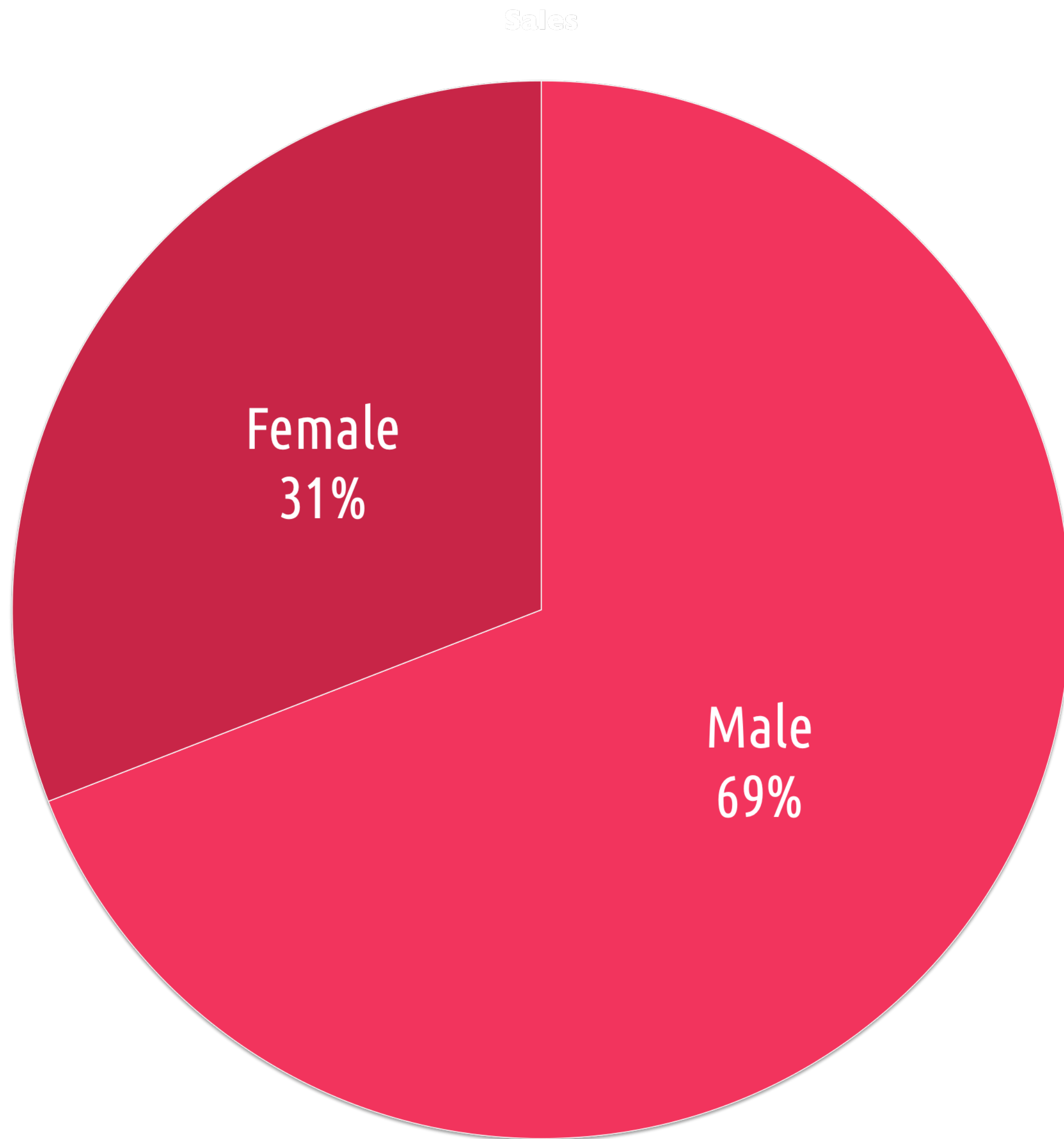
# FLAGSHIP STORE IN DÜSSELDORF



Over 25.000 € revenue in the first month

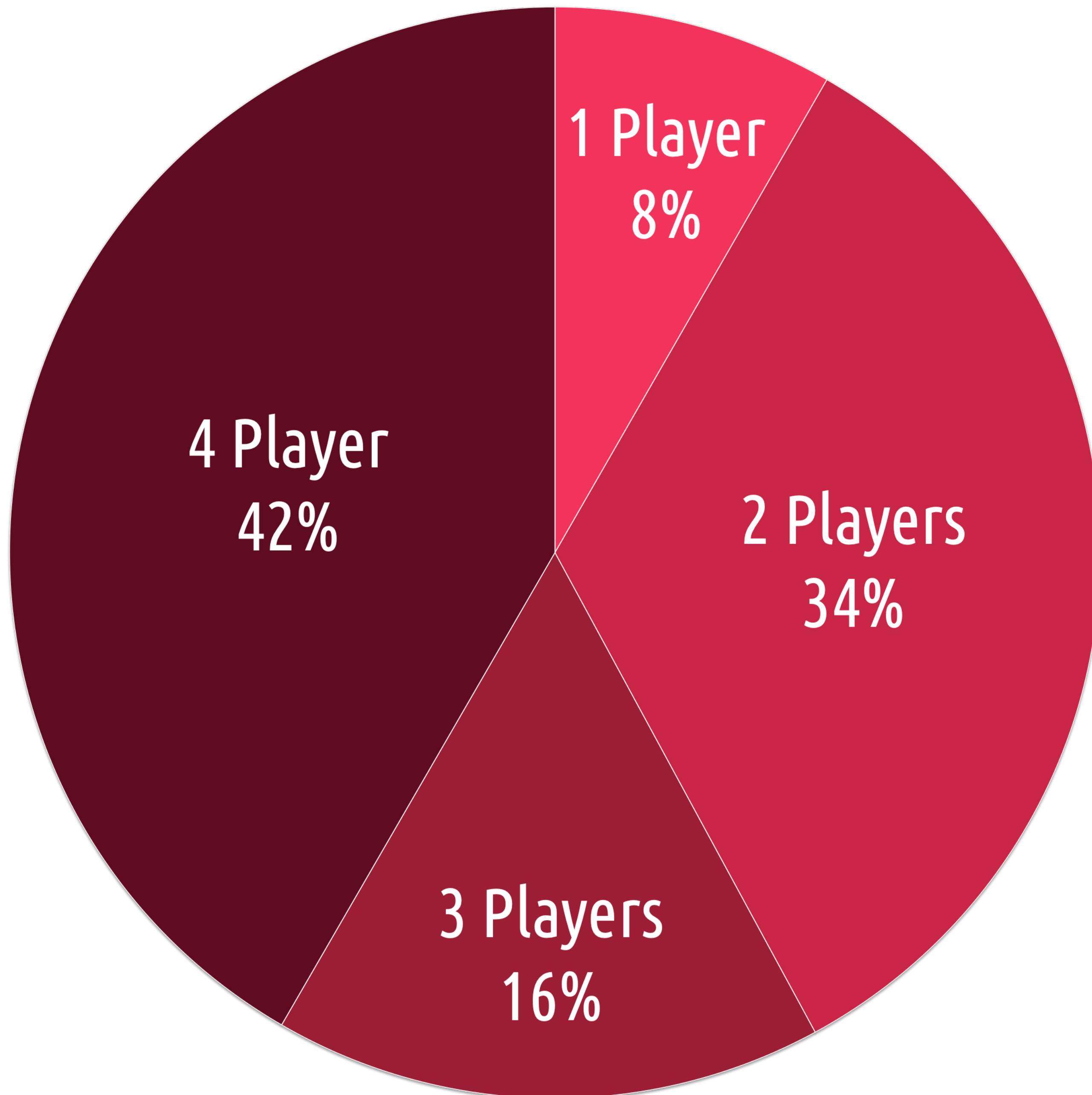


# DEMOGRAPHICS





# REVENUE SPLIT



**92%**  
**Multiplaye**  
**r**



# SCALABILITY: LICENSING



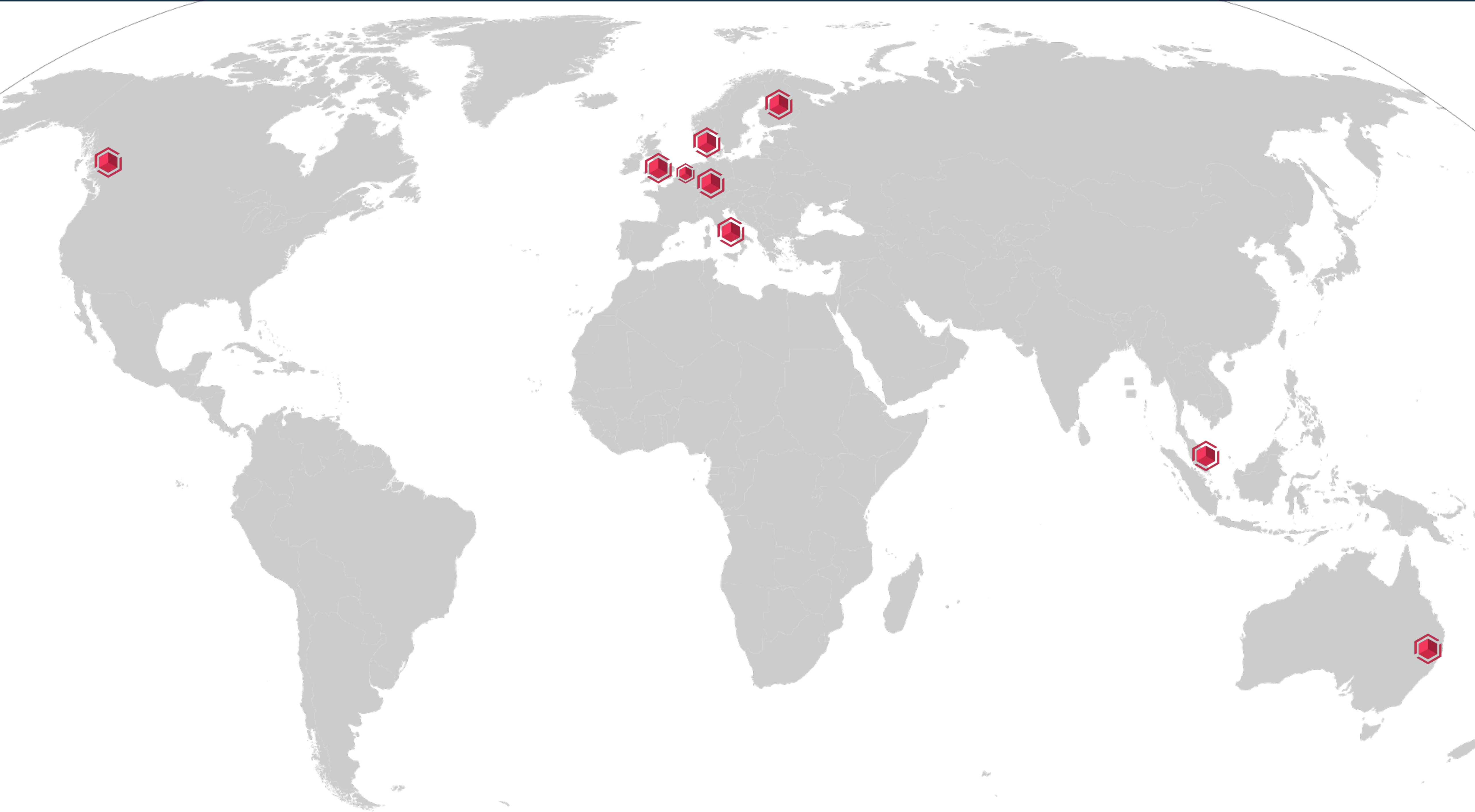


# SCALABILITY: FRANCHISE





# WHAT WE ARE LOOKING FOR





# WHAT WE ARE LOOKING FOR

