HOLO CAFÉ

WHAT IS THE HOLOCAFÉ

THE HOLOSUITE

THE THREE BIGGEST PROBLEMS

2. Games

1. Operations

3. Infrastructure

VR Arcade

CUSTOM SOFTWARE FOR DAY TO DAY

1. Operations

Session Management

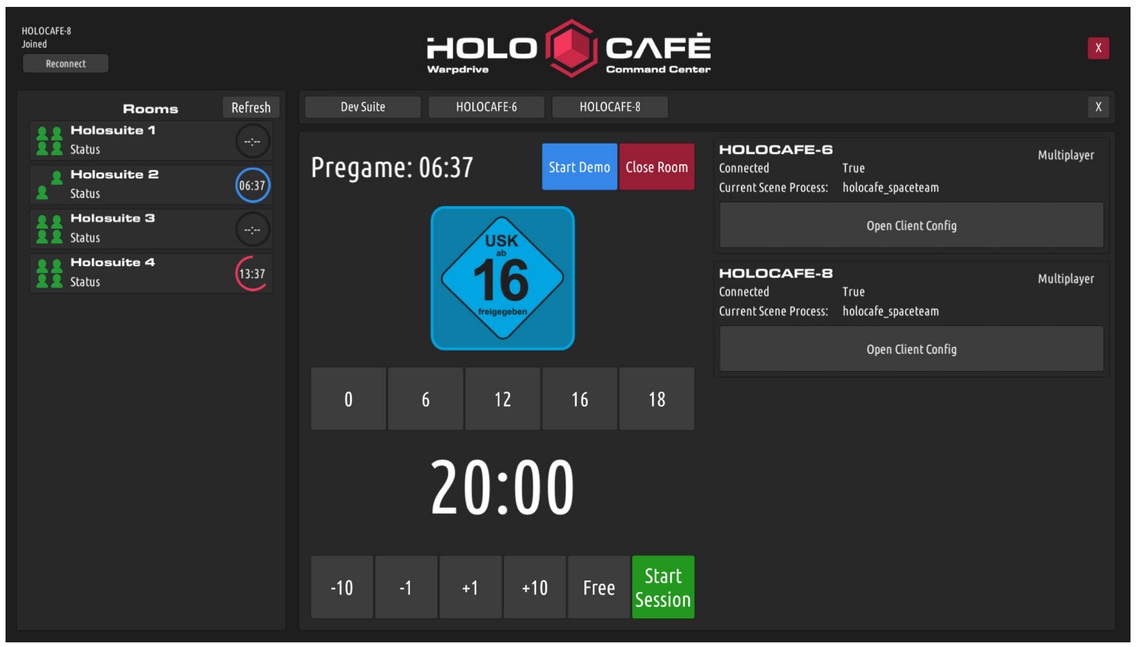
Age Control

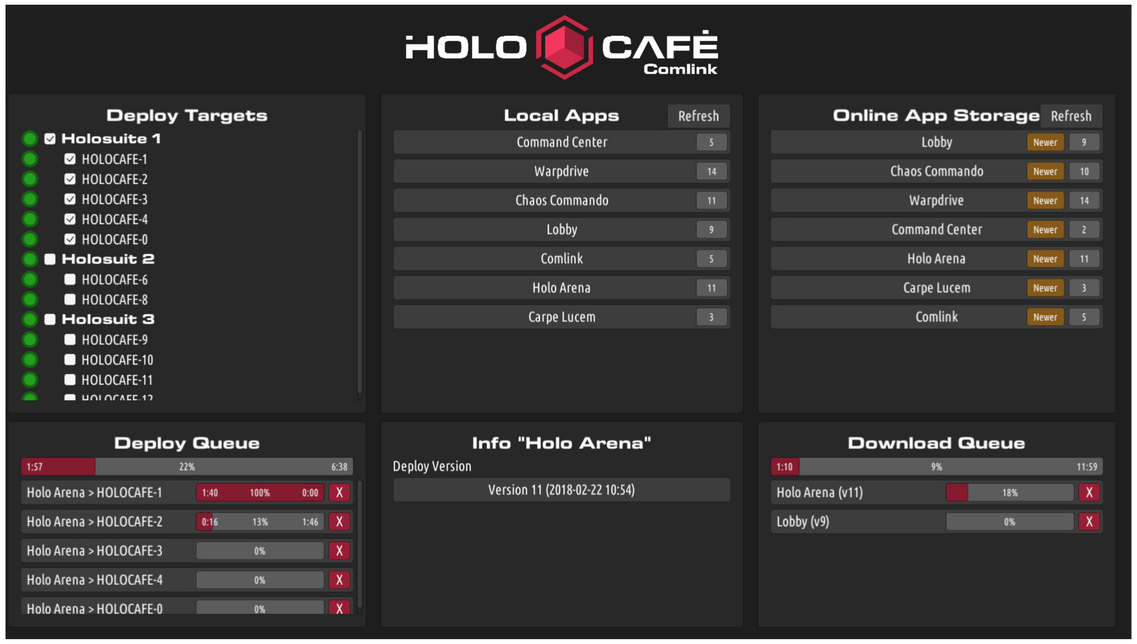
Upselling

Retention

Supervision

Ticketing / Payment





2. Games

Tailored for arcade setting

Family friendly

Local multiplayer games

Various genres

Regular new content

Automatic deployment

EXPERIENCE WITH LOCATIONS

3. Infrastructure

Already built

- 2 Popup stores
- 3 Partner locations
- 1 Flagship store

Architecture design

Interior design

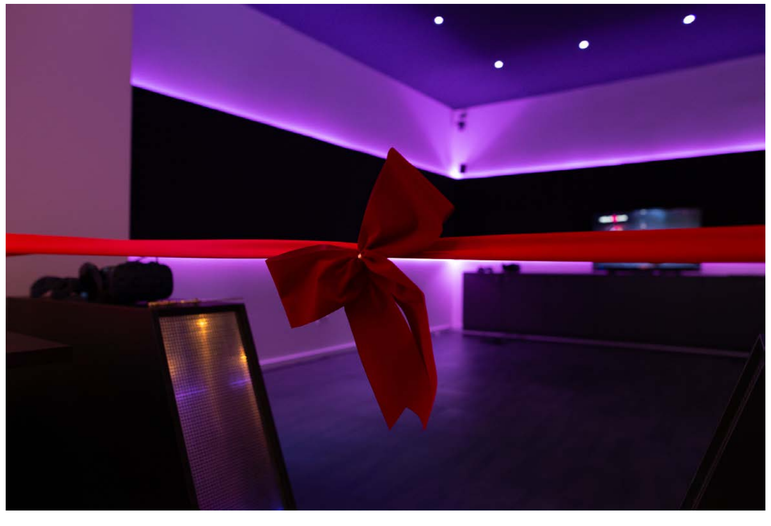
Construction

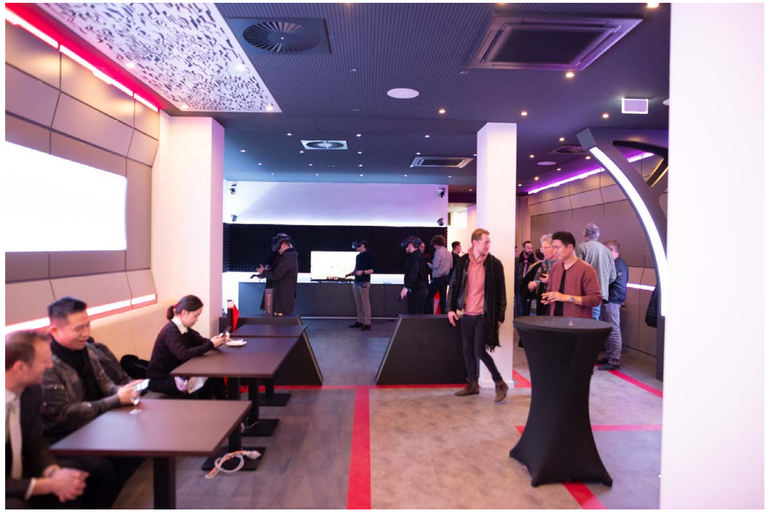
Regulations know-how

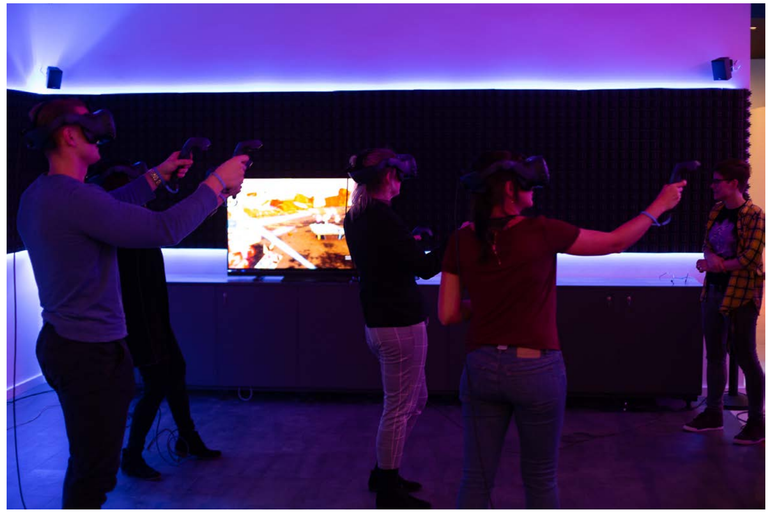
Timeline

- **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

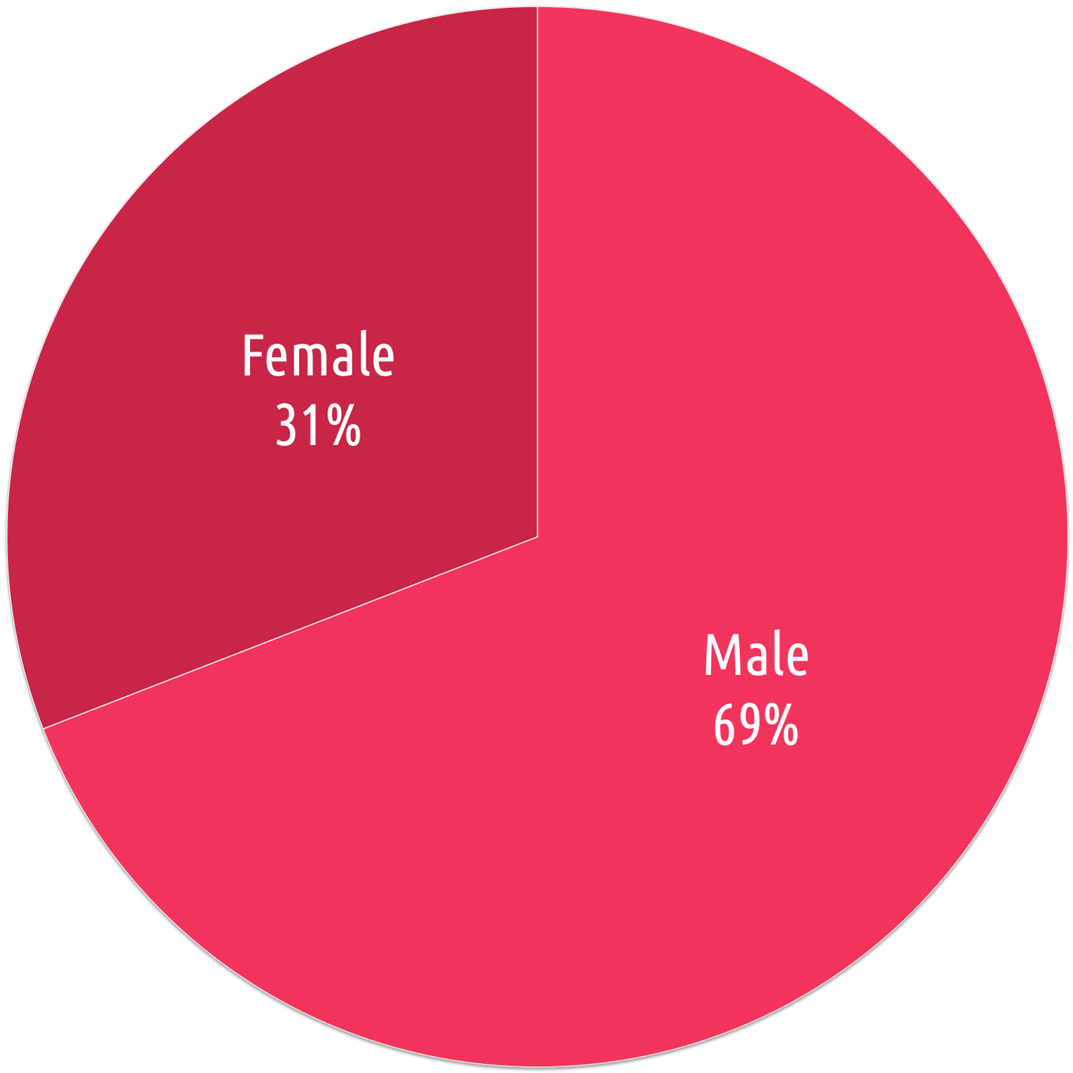


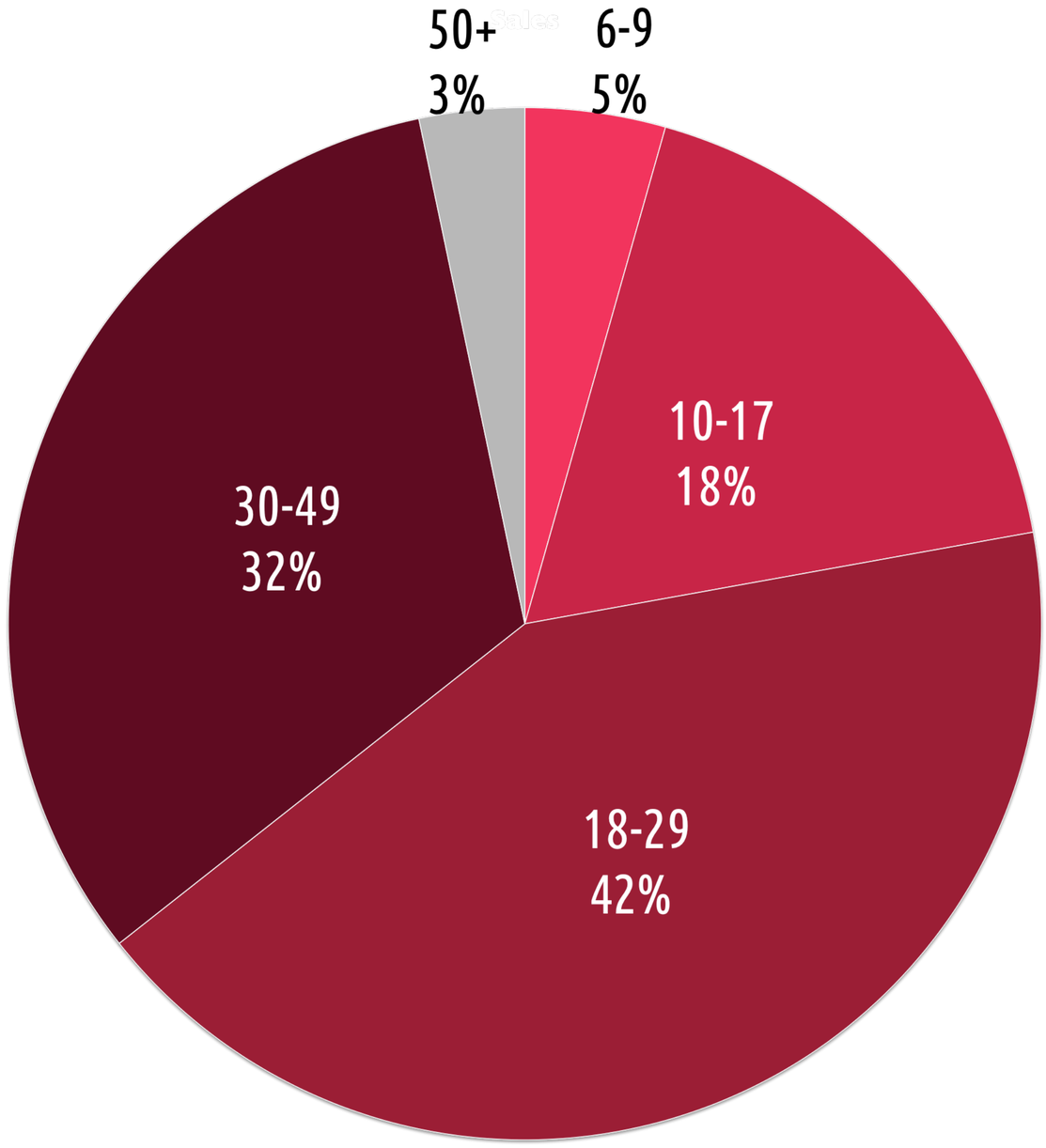




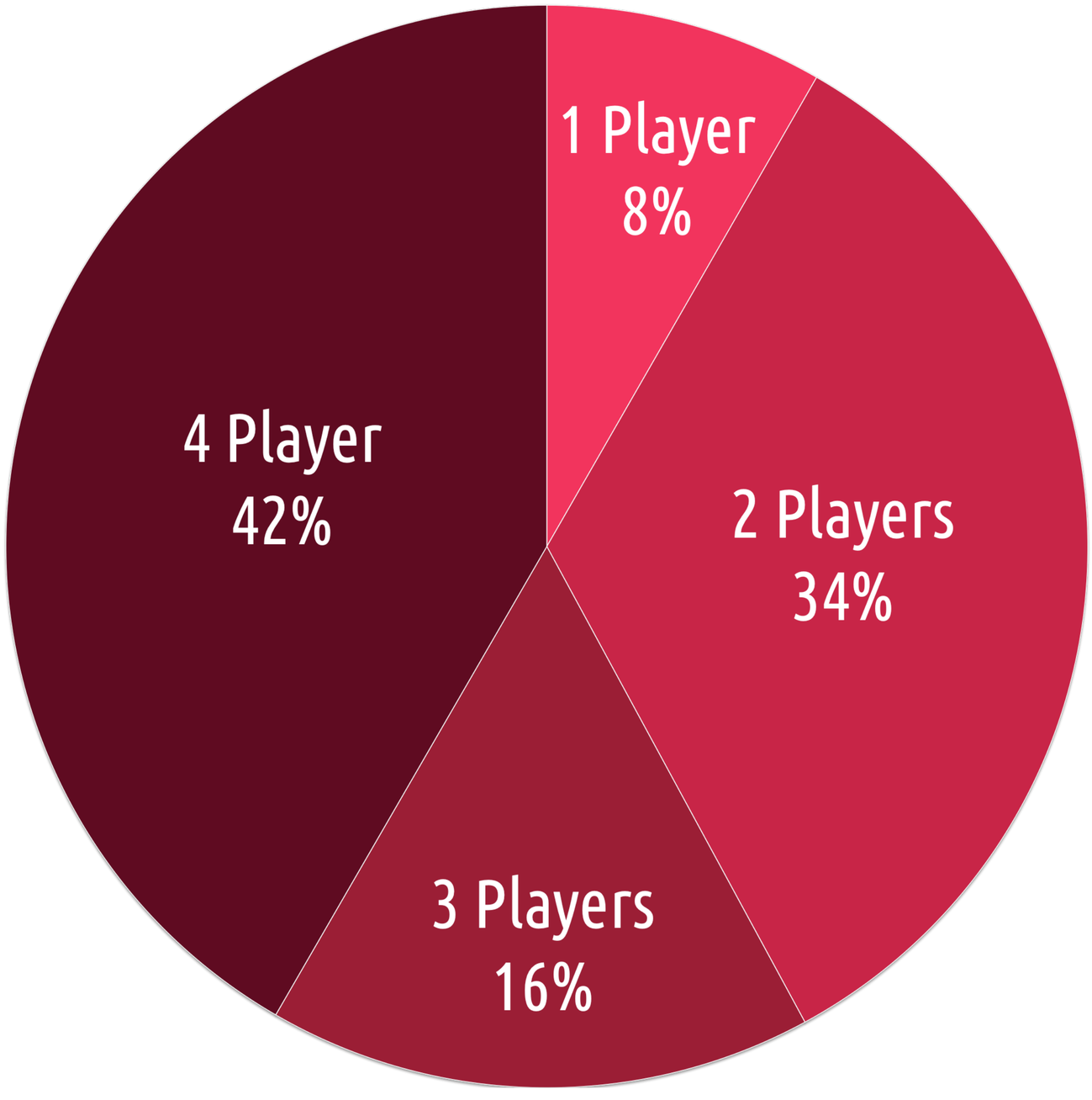
Over 25.000 € revenue in the first month

DEMOGRAPHICS





REVENUE SPLIT



92%

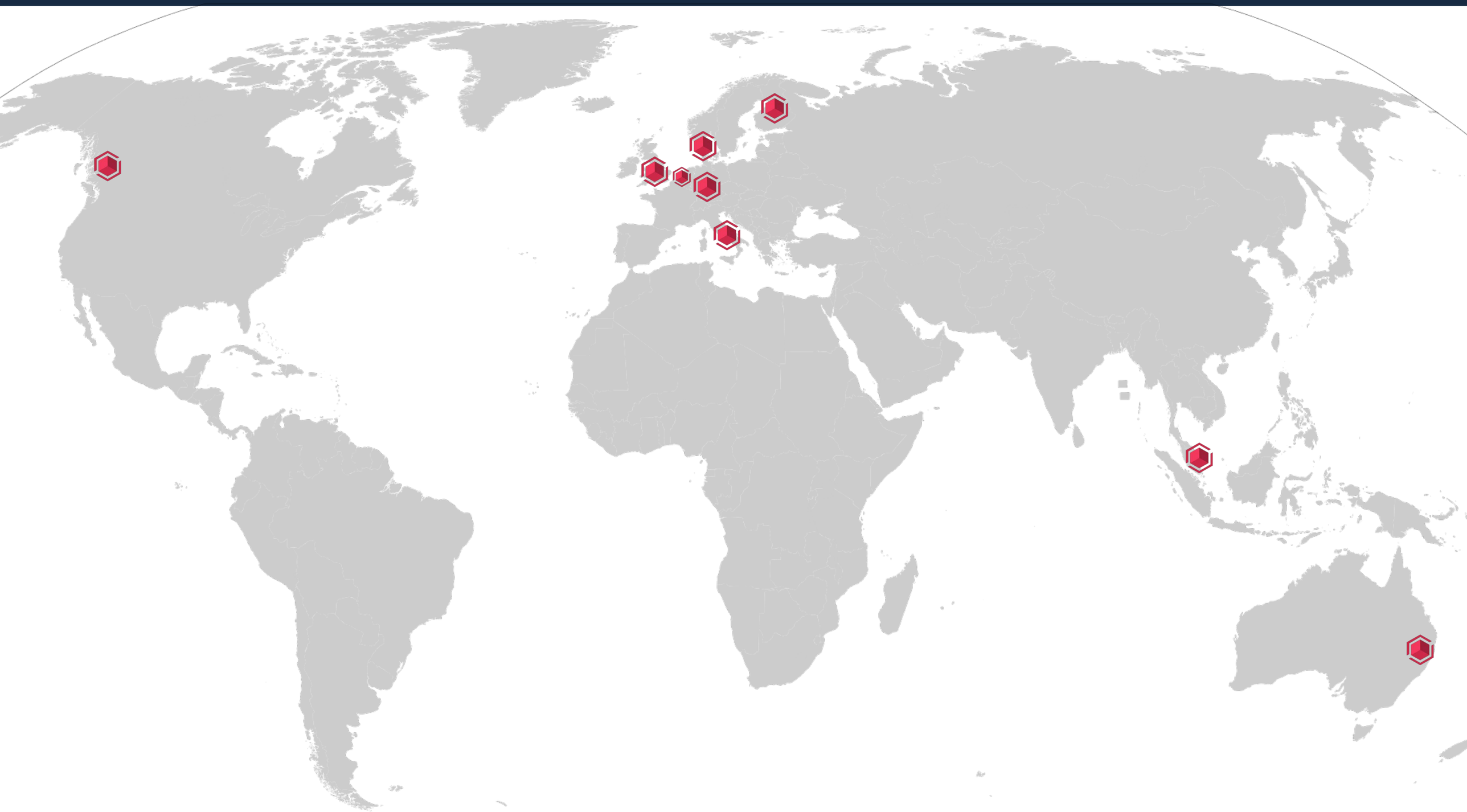
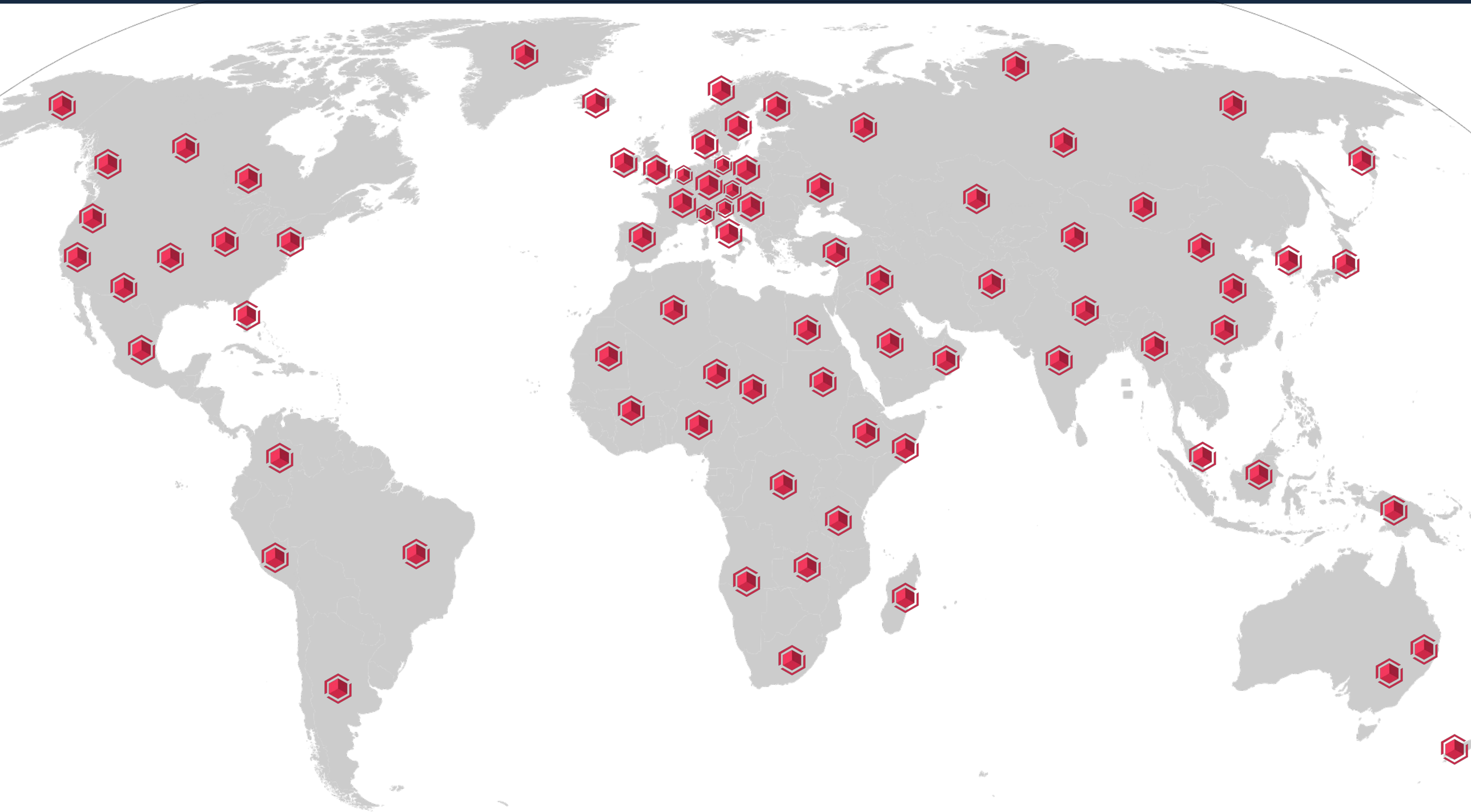
Multiplaye

r

SCALABILITY: LICENSING

SCALABILITY: FRANCHISE

WHAT WE ARE LOOKING FOR



WHAT WE ARE LOOKING FOR