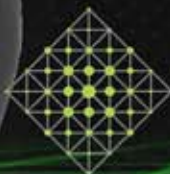




PLUG INTO VR  
**CUTTING-EDGE TECHNOLOGY**

BUSINESS OPPORTUNITY



The GRID



# THE OPPORTUNITY



A virtual reality arcade...reimagined

## UNFORGETTABLE ACTIVITY

Our state-of-the-art virtual reality arcade delivers an unforgettable experience by transporting guests to another world. We provide a variety of virtual reality activities that are fun and exciting for people of all ages and abilities.

## UNIQUE SHARED GAMING EXPERIENCE

The GRID VR Arcade offers multi-player games where users have a shared experience with other gamers within the same virtual realm. The GRID is the originator of HyperTag™, the world's first multi-player VR game custom made for eSports. This VR game elevates laser tag by transporting the activity to an infinitely large, shared virtual arena.

## UNMATCHED CUTTING-EDGE TECHNOLOGY

We have developed advanced proprietary technology that is revolutionizing the virtual reality industry. Additional information can be shared upon your interest via a non-disclosure agreement.

We have 4 paradigm breaking technologies that no other VR company can offer:

**Free Roaming | Shared Space | Hyper-Reality | Audience Interactive Game Play**

"This place is awesome ! It's the newest most high tech form of VR with a duck and cover, laser tag concept, HyperTag. I recommend this to anyone who's a gamer or a first timer for this awesome experience. It feels like a workout sometimes. I'm definitely coming back. I hope they build one of these places near my hometown"

-Google My Business Review



# RAPID GROWTH

VR and eSports industries are seeing tremendous growth  
What happens when they are combined?

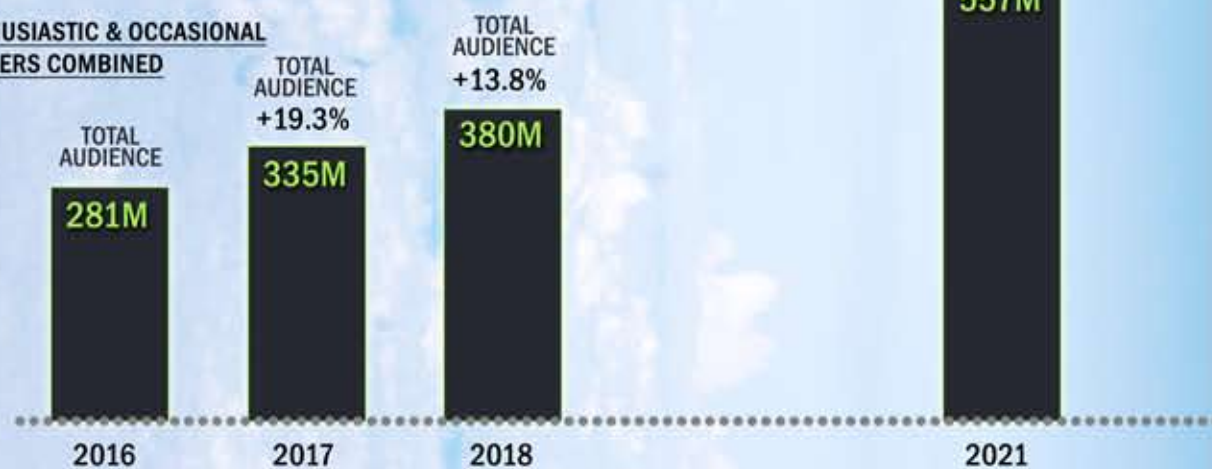
## ALL ABOUT THE EYEBALLS

- 2017 to 2018: 50 million new viewers
- Total in 2018 was 380 million
- By 2021 that number is expected to reach **557 million!**



## AUDIENCE GROWTH | 2016-2021

ENTHUSIASTIC & OCCASIONAL VIEWERS COMBINED



<https://influencemarketinghub.com/growth-of-esports-in-2019-stats/>

## VIEWERS PER INDUSTRY (Enthusiastic Viewers Only)



eSports will have more viewers than any sports except the NFL by 2021.

Source: <https://onlinebusiness.syr.edu/blog/esports-to-compete-with-traditional-sports/>



## SKYROCKETING REVENUE

In 2016 revenue reached **\$493 million**. In 2021 eSports could generate **\$1.6 Billion!**

Average 30% increase in revenue on a yearly basis.

Visible increase in tournament prize money. In 2018 prize money totalled more than **\$1.5 Billion!**

Gaming superstars:

- Average 72,000 viewers per competition
- 10 million+ followers
- Net **\$300,000** a Month in streaming revenue



# PLUG INTO THE GRID

FREE ROAMING | SHARED SPACE | HYPER-REALITY

Join the power network of GRIDS.  
Utilize state of the art VR technology.  
Dominate the gaming industry.

The GRID's proprietary virtual reality system is unsurpassed in the gaming industry. We are on the cutting edge of virtual reality technology. Unlike other VR arcades, we have in-house programmers and game designers developing virtual reality experiences exclusively for The GRID.

We can immerse you in a virtual world that you can't find anywhere else. The GRID caters to any business or social organization looking for an amazing experience that leaves a lasting impression.

## HERE'S WHAT YOU GET

- Web page and broadcasting support.
- Hyper-reality setup and consulting.
- Game networking hardware and software.
- Virtual reality arcade game licensing system.
- Access to proprietary VR games (ie. HyperTag™).
- Free roaming and/or tethered headsets and controllers.



Ground floor partnership with the future of  
virtual reality eSports Entertainment.





# VR IS THE FUTURE. DO YOU WANT IN?

[thegridvr.com/franchise](http://thegridvr.com/franchise)

