

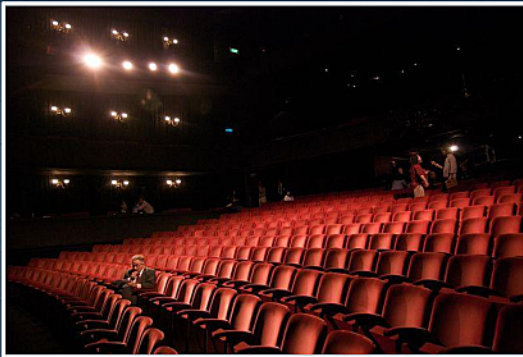


# HYPERSPACE

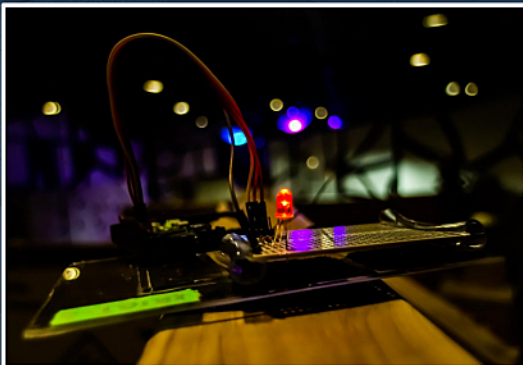
WALKING VR ADVENTURES



Venues Need Compelling Content



Out-of-Home Can't Compete with In-Home Entertainment

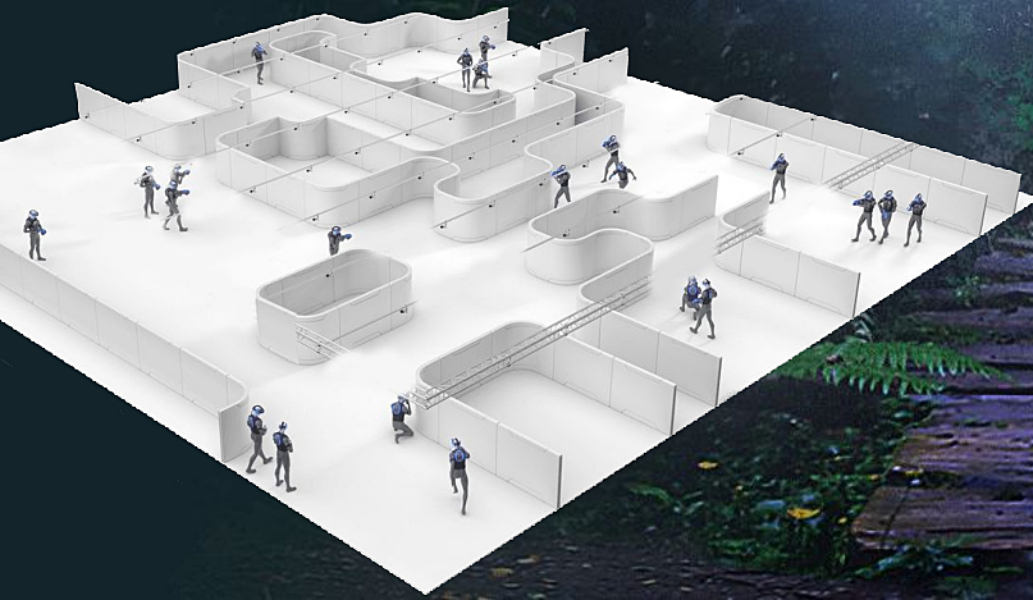


Large Scale Out-of-Home VR is Complicated



## DRIVE TRAFFIC THROUGH COMPELLING EXPERIENCES

- Large-Scale Walk-Through VR Experiences
- Turnkey Modular Kit for Venues
- Feel Heat, Cold, Wind, Smell, Touch, Rumble
- Social Collaborative Storylines
- Built for High-Throughput, Long Stories



## Science Centers

300 Science Centers in the U.S.

2 Potential Experiences per Venue

**\$1B Market \***

## Platform Opportunities

460	Cruise Ships World-Wide
7K	US Movie Theaters
16K	US Museums
1260	US FEC's
760	US Arcades
320	US Zoos
130	US Aquariums
420	US Theme Parks
3,480	US Malls

**\$54B Market \***



## Science Centers

- Established Venues
- Existing Throughput
- Already Know Entertainment  
(Movies, Laser, Other Upsells)
- Nearing LOI on 2 Locations

## Opportunities

- Inbound Leads
- Nearing LOI on 2 Locations
- Talking with major cruise lines, museums, fun centers and more.

## Platform

- Venues Setup Autonomously
- Everytown, USA
- Malls, FEC's, Arcades, Movie Theaters, Museums, Cruise Ships, etc

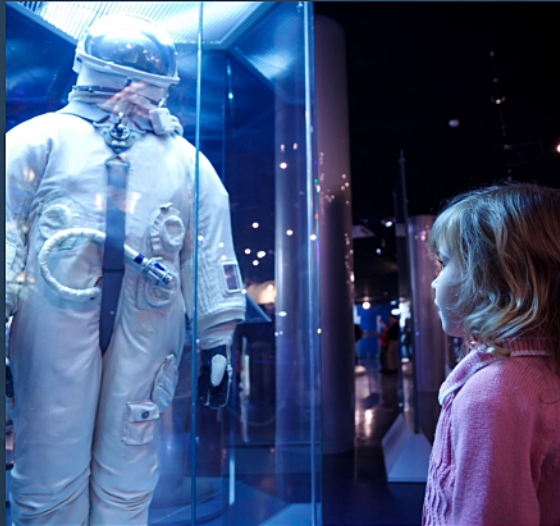
## Revenue Share



## New Venue & New Dev

Venue	50%	50%
Developer		25%
Hyperspace	50%	25%

## Traditional Location Based Entertainment



## Direct Competition



\* Of all competition, less than 100 locations worldwide combined.



## Areas of Business

Platform - *Creation of standards, software libraries, and systems for LBE.*

Studio - *Setting the bar with new internal content at the highest level of quality.*

Distribution Channel - *Agreements with venues across the US and World.*

Annual Revenue Run Rate **\$0**

Monthly Burn Rate **\$74,850**

	2017	2018	2019	2020	2021
Total 3,000 square foot theaters	0	1	3	9	25
Revenue \$	0	0	6,480,000	19,440,000	54,000,000
Expenditure \$	16,336	110,164	4,462,200	11,590,200	23,401,800
Profit (Loss) \$	-16,336	-110,164	2,017,800	7,849,800	30,598,200

• Burn rate begins after round close and ramp up. • Projections given are for speculative purposes only.  
No guarantees can be made to actual number of locations or revenue.



**Jeff Ludwyck**  
Founder & CEO



**Marisa Erven**  
Art Director &  
Experience Lead



**Nate Gardner**  
Chief Technology  
Officer



**Ed Fries**  
Advisor

- Team of 20
- Developing Content and Platform
- 10-40 hrs per week
- Focus on Robotics, Embedded Systems, and Content Development

(Org Chart in Appendix)



## To Date

\$25,000 Self Funded

\$138,000 Friends &  
Family

\$163,000 Total Raised  
To date

## Current Round



Seed Round: \$1mm

Valuation Cap \$5mm

Valuation Cap \$4mm for first \$200k

- Finish Wonderfall at PAC SCI
- Deploy in Two Additional Locations

[www.wefunder.com/hyperspacexr](http://www.wefunder.com/hyperspacexr)

- 5,000 Guests through Alpha at **PACIFIC SCIENCE CENTER**
- **Beta Ticket Sale Launched 11/9/18: \$15 for 15 minutes**
  - ★★★★★☆ - 83% Would Bring a Friend Back
  - 91% say it makes them more interested in the venue
- Partnered with:  Microsoft  **SAMSUNG**
- Signed One Developer to the Platform - Nearing 3 LOI's
- In-Depth Sales Pipeline with 3 Customers Nearing LOI





# HYPERSPACE

## THANK YOU

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Founder & CEO  
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Slide	Question
13	Can you compare sales and costs vs other market opportunities?
14	What are the metrics for one experience?
15	Metrics for other previous Pacific Science Center Exhibits
16	How does your technology differ from competition?
17	With many players in the ecosystem, where is your focus?
18	Org Chart
19	Product Images
20	Product Images <i>Continued</i>
21	Video



Can you compare sales and costs  
vs other market opportunities?



Movie  
Theaters



Museums,  
Science  
Centers



FECs,  
Arcades



HYPERSPACE

Sales per  
SQ FT

\$95

\$172

\$173

\$300+

Cost per  
SQ FT

\$95

\$132

\$145

\$95

*Calculation*

\$20

70%

60

40%

10

365

3,000

*Variables*

Ticket

Rev/Share

Throughput

Utilization

Hours Open

Annual

Sq Ft

\* Sales numbers calculated at \$20 ticket price. Goal is \$30. Ticket price will vary.

# What are the metrics for one experience?



\$200k-\$750k One-Time Cost

\$150,000 Per Experience

\$30 Ticket Price

30 Minute Experience

3,000 sq ft

(40% Utilization) 40,000

50% Rev/Share

\$2.2 mm Gross Revenue

55% COGS

\$927,000 Profit to Hyperspace



How does your technology differ  
from competition?

THEM:  
OUTSIDE-IN



VS

US:  
INSIDE-OUT



70% LOWER TECH COST

\$44 vs \$17 TO EXPAND (sq ft)



With many players in the ecosystem, where is your focus?

Venues

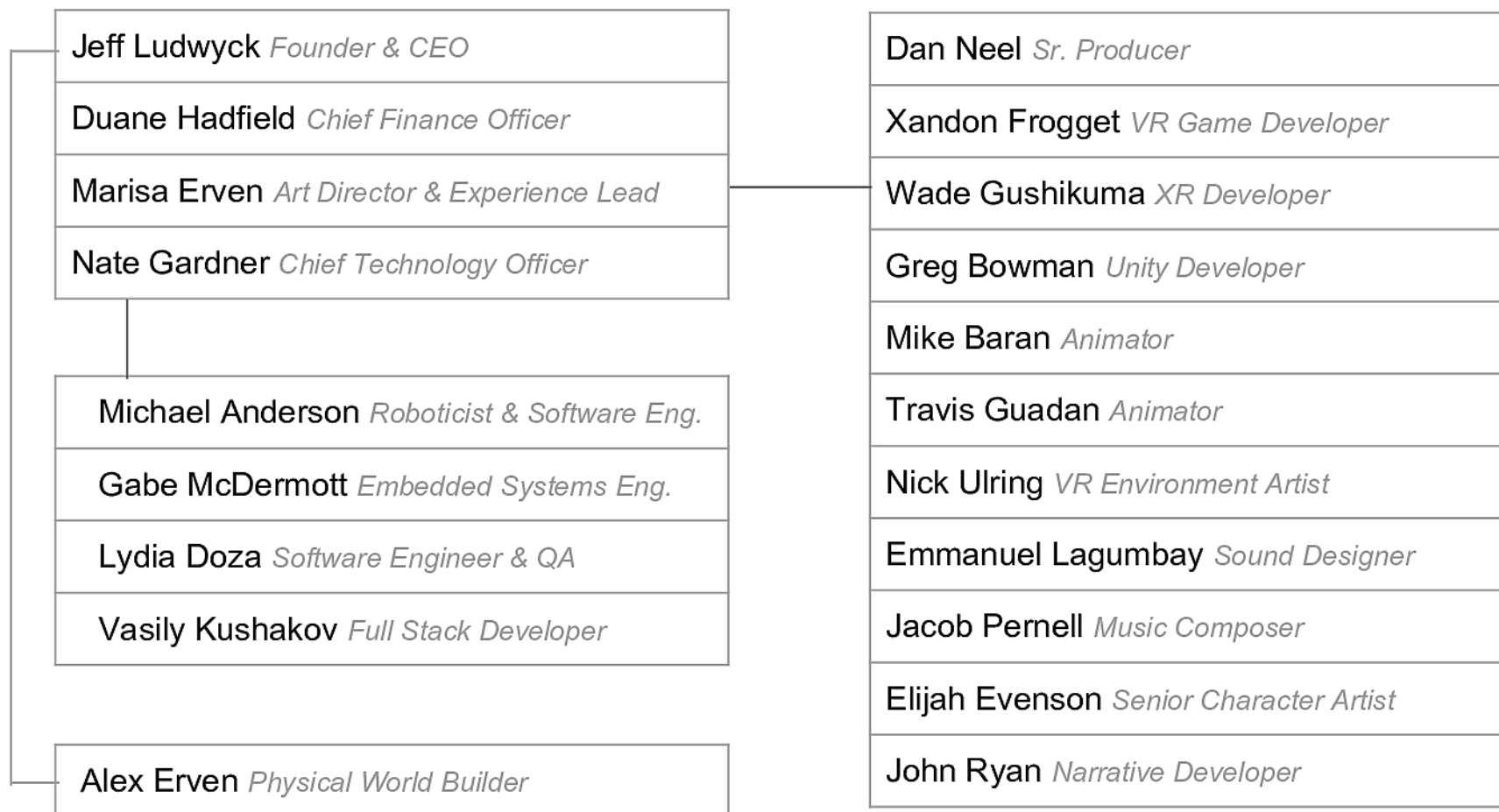
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Content

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Customers

- Venues = Focus
- Venues have an Identifiable Problem
- Venues Drive the Ecosystem
- Venues Get the Customers
- More Venues = More Revenue for Developers



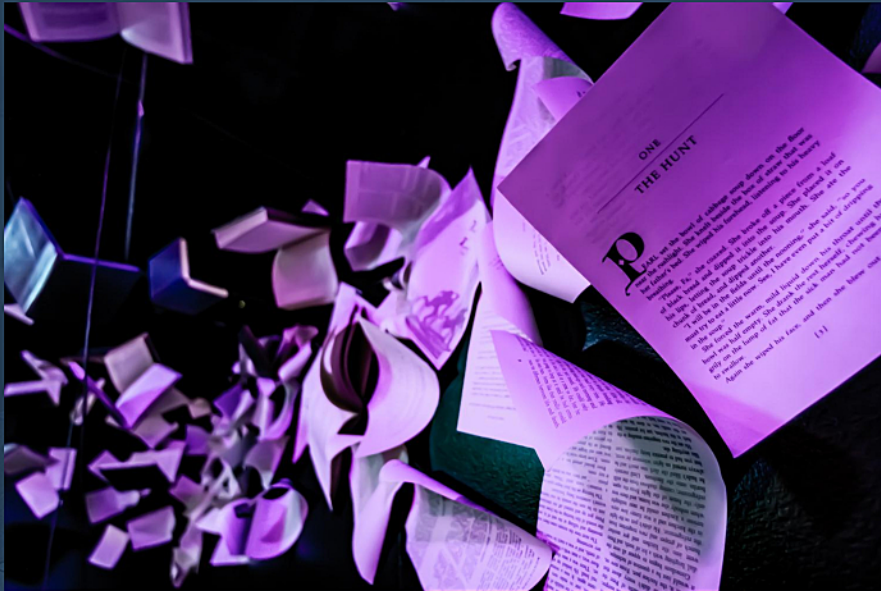
### Various Contractor Contributions

Peter Severud - Environments, Sharon Plotkin - Characters, Pete Moss - Unity, Angel Muniz - Environments, Joshua Du Chene - Voiceover, Sarah Blandy - Voiceover, James Costello - Producer, Livio De La Cruz - Unity, Alex Rugen - Environments.











VISIT

[bit.ly/2t8cs60](https://bit.ly/2t8cs60)