

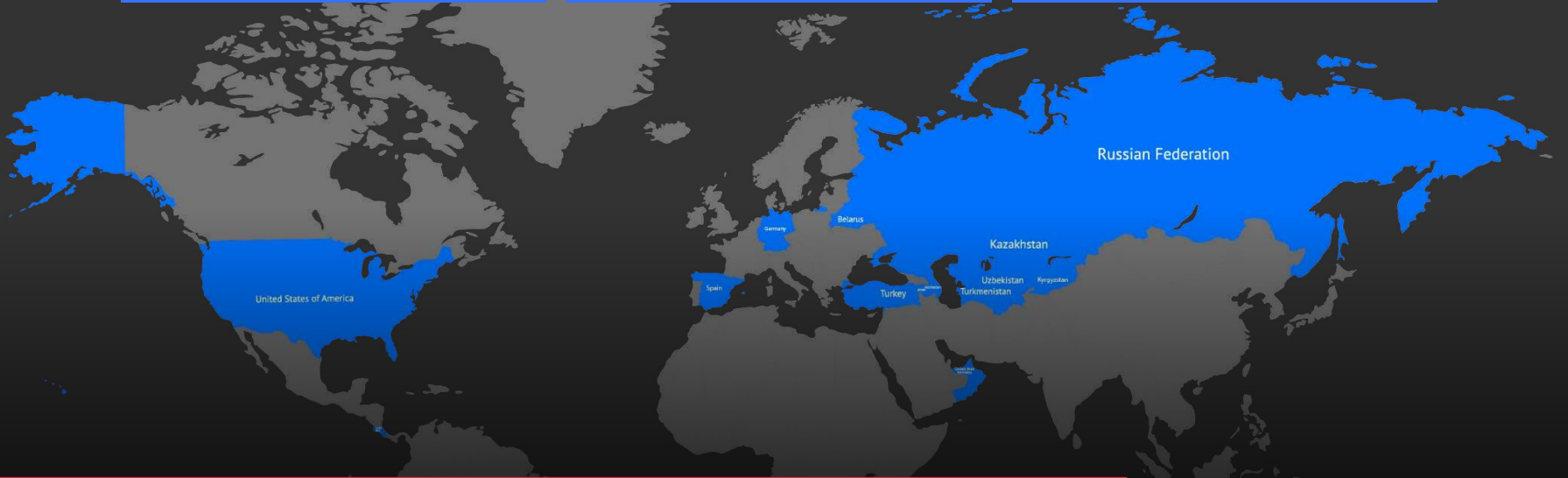
WARPOINT

THE FUTURE OF ENTERTAINMENT

1.5M PLAYERS

14 COUNTRIES

200+ PARKS



WARPOINT'S GLOBAL FOOTPRINT: A TESTAMENT TO OUR SUCCESS

We started working with VR in 2014 but since pivoting our **focus to full-scale parks based around the VR game WARPOINT ARENA** in 2020, we've seen exponential growth, expanding to over 200 parks worldwide in less than five years. This rapid scale-up is a **clear indicator of our market fit and potential for future growth**. By investing in WARPOINT, you're not just joining a business; you're becoming part of a global entertainment phenomenon.

WARPOINT FOUND THE PERFECT MARKET FIT

Imagine positioning your next investment at the crossroads of **three explosively growing markets**.



Virtual Reality:

22.9% annual growth



eSports:

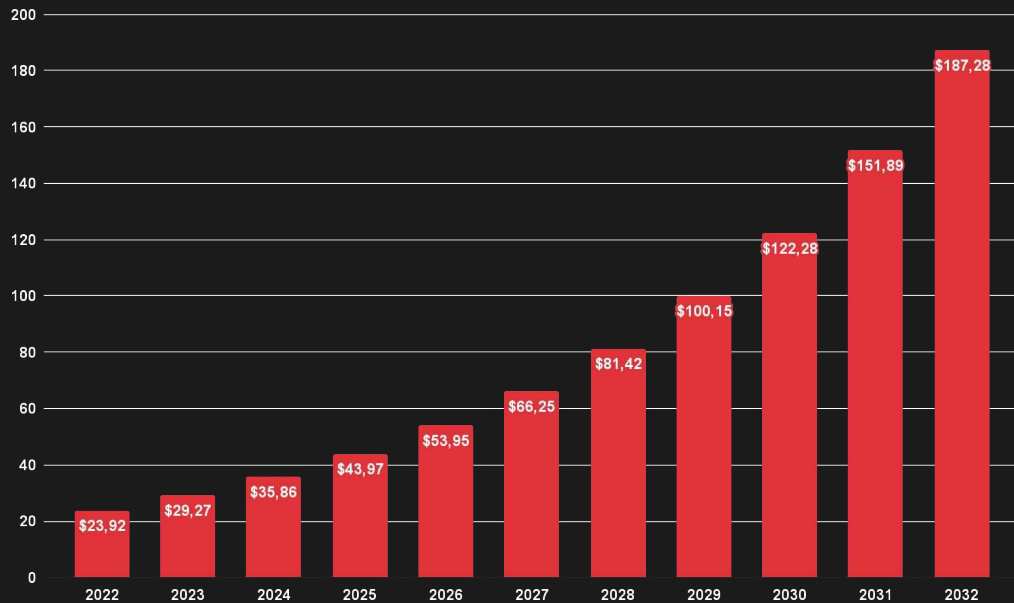
20.7% annual growth



Location-Based Entertainment:

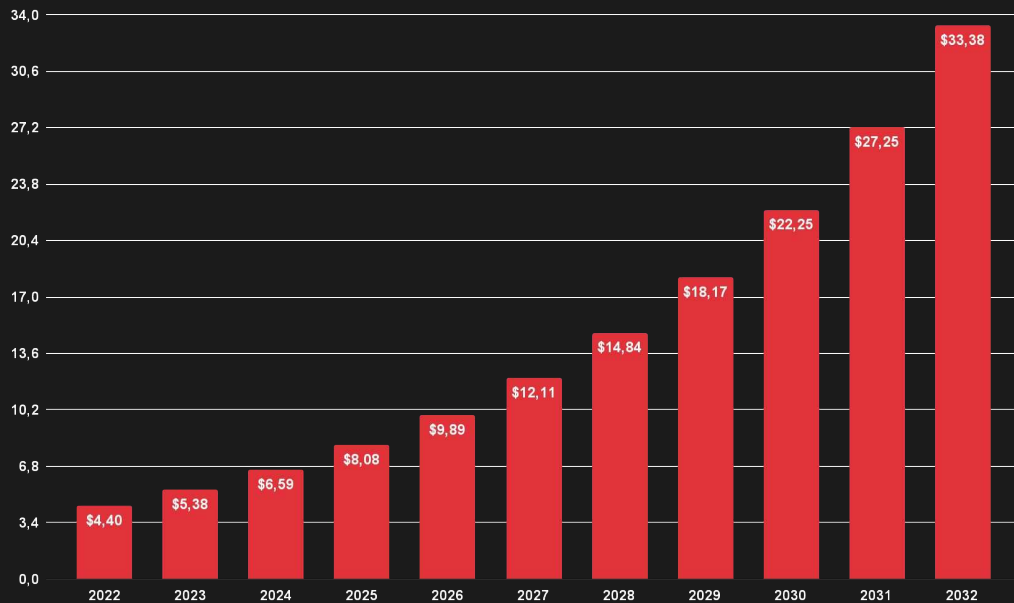
28.5% annual growth

VIRTUAL REALITY MARKET GROWTH BY 2032



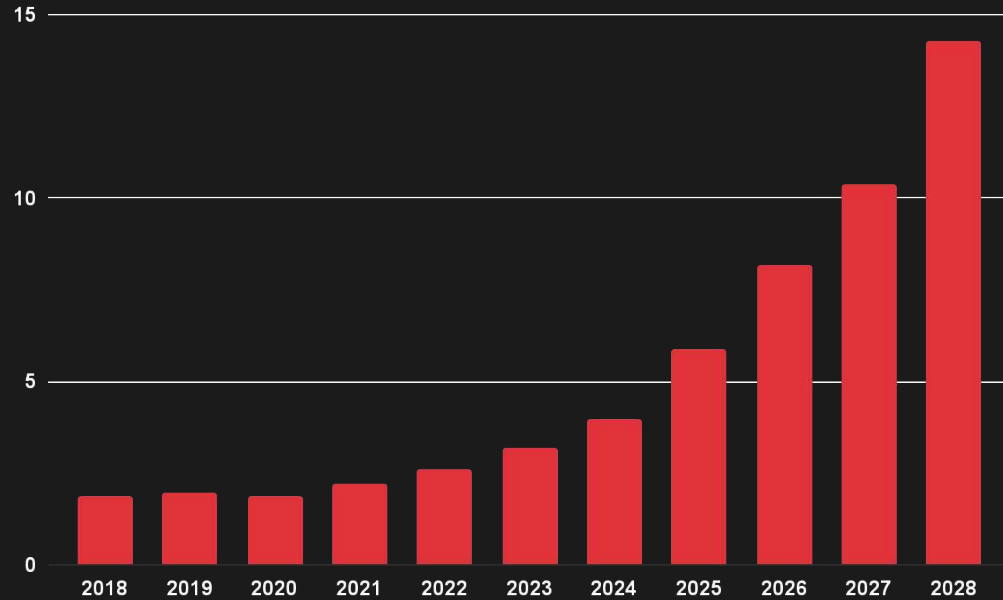
RESEARCH BY PRECEDENCE RESEARCH

ESPORTS MARKET GROWTH BY 2032



RESEARCH BY PRECEDENCE RESEARCH

LOCATION-BASED ENTERTAINMENT MARKET GROWTH BY 2028

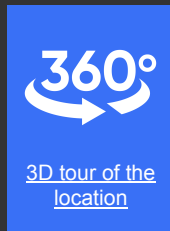


RESEARCH BY RESEARCH AND MARKETS

CRAFTING TOMORROW'S ENTERTAINMENT TODAY

Imagine a space where technology meets imagination — WARPOINT parks are just that. **As pioneers of digital amusement parks**, we offer an evolving landscape of VR experiences, making every visit new and every investment opportunity ripe with potential.

- **VR ARENA**
vr arena for up to 10 players
- **VR ROOM**
popular steam games
- **VR EXTREME**
roller coasters in vr
- **LOUNGE AREA**
place to host events
- **ENTRANCE GROUP**
merch, drinks and snacks



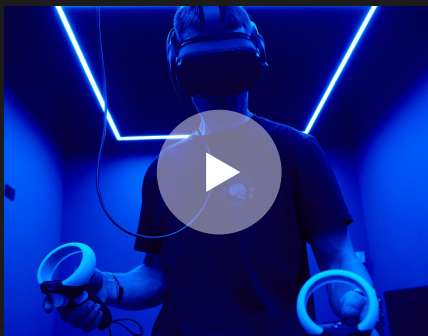
WARPOINT PARKS ARE NOT ABOUT THE ONE GAME

In WARPOINT parks you can find various games so **people from all walks of life can find something that they could enjoy**



VR-ARENA

A virtual reality arena of our own creation where 2 to 10 participants fight team against team. A modern alternative to paintball and laser tag in VR-format



VR-ROOM

VR-Room where you can play alone or with up to 4 people. Over 50 popular VR games of different genres: sports, fantasy, shooters, quests, etc.



VR-EXTREME

Dynamic VR-attractions, where you can feel all the turns and sharp manoeuvres. Roller coasters, giant swings and much more



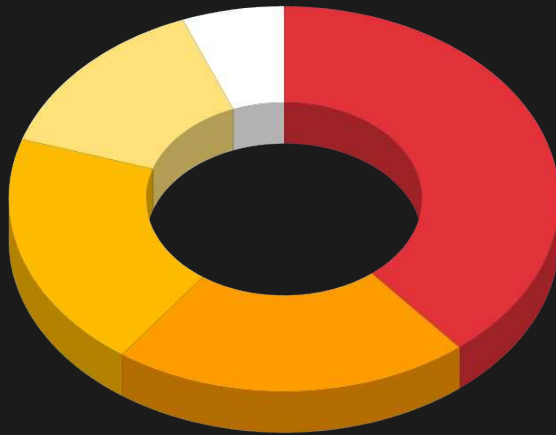
LOUNGE AREA

Comfortable space for events. Here you can celebrate a birthday, enjoy a corporate event and hang out with your friends

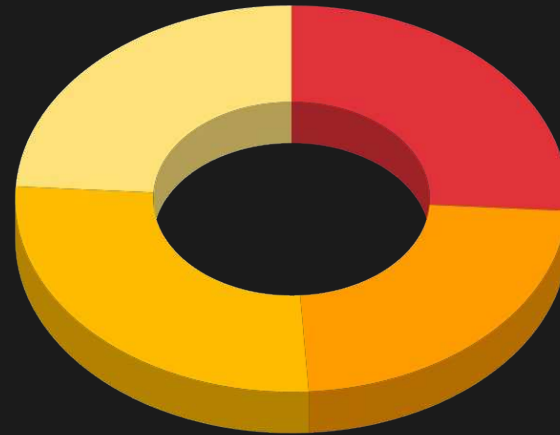
[LEARN MORE ABOUT VR-ARENA](#)

YOUR REVENUE, DIVERSIFIED AND AMPLIFIED

● EVENTS (39%) ● VR-ARENA (21%) ● VR-EXTREME (20%)
● VR-MOVE (14%) ● MERCH AND DRINKS (6%)



● RETURN VISITS (26%) ● RECOMMENDATIONS (23%)
● MALL TRAFFIC (27%) ● ADVERTISEMENT (24%)



Diverse revenue streams from birthday parties, corporate events, graduations, regular games with friends, VR roller-coaster rides, popular Steam games, drinks and merch means the growth model is both sustainable and scalable. With customers eagerly returning and spreading the word, **your investment grows with each visit.**

OUR PARKS FROM THE INSIDE



WHY CUSTOMERS CAN'T GET ENOUGH

Dive into the heart of our success: **a business model honed over four years** and a gaming experience that keeps customers coming back for more.

With a substantial portion of our revenue stemming from repeat visits and referrals, investing in WARPOINT means investing in a business that's become a staple in our customers' lives.



INVESTING IN THE FUTURE OF ENTERTAINMENT

AVERAGE RATING
ON GOOGLE MAPS

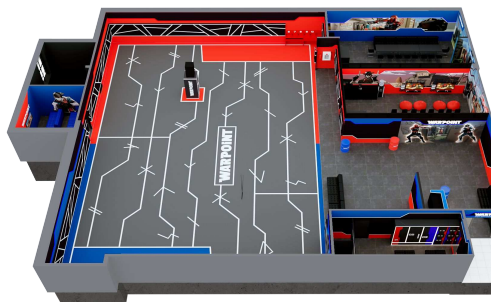
4,9★



In a world where trust is paramount, the **genuine, enthusiastic reviews from our customers** stand as a testament to the WARPOINT experience. This authentic customer feedback is not just a metric of our success; **it's a cornerstone of our brand reputation and growth strategy.**

DIFFERENT BUSINESS FORMATS

WARPOINT **ARENA**



Required area:
300-600 m²

Gaming zones:
VR-ARENA,
LOUNGE AREA

**Initial
investments:**
from \$100 000

Return period:
from 7 months

WARPOINT **PARK**



Required area:
500-1000 m²

Gaming zones:
VR-ARENA, VR-ROOM,
VR-EXTREME,
LOUNGE AREA

**Initial
investments:**
from \$150 000

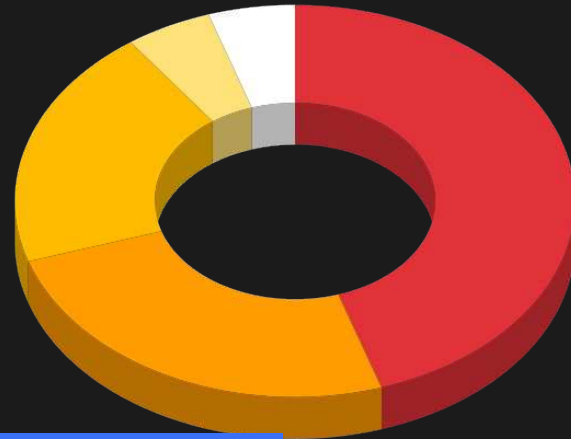
Return period:
from 12 months

DIVERSE CLIENT PORTFOLIO

By focusing on these target audiences, WARPOINT franchises can leverage **diverse revenue streams**, creating a robust business model that appeals to a wide range of customers looking for unique entertainment experiences.

This strategic approach ensures **sustained growth** and profitability in the competitive VR park market.

- CHILDREN 8-14 YEARS OLD (45%)
- MEN 25-45 YEARS OLD (25%)
- OFFICE WORKERS (20%) ● HR MANAGERS (5%)
- MISCALLANEOUS (5%)



[LEARN MORE ABOUT THE FRANCHISE PACKAGE](#)

PARTNERSHIP IN TRANSPARENCY

We share our journey openly, **offering real franchisee insights and contacts**. Investing with us means joining a **transparent, growth-oriented network where success is shared and celebrated**. On demand we share the contacts and revenue of any park in our network.



Dubai (UAE)

Revenue: \$63 495
Population: 3.33 mil
Opened: oct 2023
Avg salary: \$4 139



Astana (KZ)

Revenue: \$15 761
Population: 1 mil
Opened: mar 2022
Avg salary: \$996



Rostov-on-Don (RU)

Revenue: \$61 887
Population: 1 mil
Opened: jun 2020
Avg salary: \$657







Naberezhnye Chelny (RU)

Revenue: \$17 768
Population: 0.5 mil
Opened: jan 2023
Avg salary: \$687

Revenue from February 2024

WE DON'T JUST SELL A FRANCHISE BUT INVEST IN OUR OWN PARKS

Our commitment to growth is demonstrated through our **escalating investments in each of our new park**. From our humble beginnings to our latest ventures, we've consistently upped the ante, ensuring that each WARPOINT park is a beacon of innovation and excitement. We opened our first 500 m2 WARPOINT park in september 2020 and invested only \$55 000 whereas in the 1200 m2 park we are opening right now we are investing \$700 000.

 Moscow (RU)	 Ekaterinburg (RU)	 Ekaterinburg (RU)	 Ekaterinburg (RU)
Revenue: \$94 232 Population: 12.3 mil Opened: jul 2023 Avg salary: \$891	Revenue: \$63 495 Population: 1.5 mil Opened: jan 2022 Avg salary: \$680	Revenue: \$36 511 Population: 1.5 mil Opened: mar 2023 Avg salary: \$680	Revenue: \$28 264 Population: 1.5 mil Opened: sept 2020 Avg salary: \$680

Revenue from February 2024

INVESTING IN THE FUTURE OF ENTERTAINMENT

WARPOINT's partner community is as diverse as our customer base, proving that passion and support can turn any entrepreneur into a success story. **Your journey with us is backed by a network that inspires and propels.**

This streamlined version captures the core allure of WARPOINT, presenting a clear and compelling investment case in fewer words.



OUR FIRST PARK IN UAE



ENTREPRENEUR
RETURNED HIS
INVESTMENT IN 8 MONTHS



EX WARPOINT CEO'S
ASSISTANT OPENED A
PARK AT 21

WARPOINT

THE FUTURE OF ENTERTAINMENT