



A platform that connects people
to future technologies such as
VR, AR, MR and AI...

Solution

InfiniteVR is the platform that fills the gap in our ecosystem. Customers have very limited channels to access new technologies or even to hear about them.

We create bridges between end-users and manufacturers, educators, innovators and tech startups by creating many touchpoints in high-traffic areas.

We called this system 'technology as a service.'

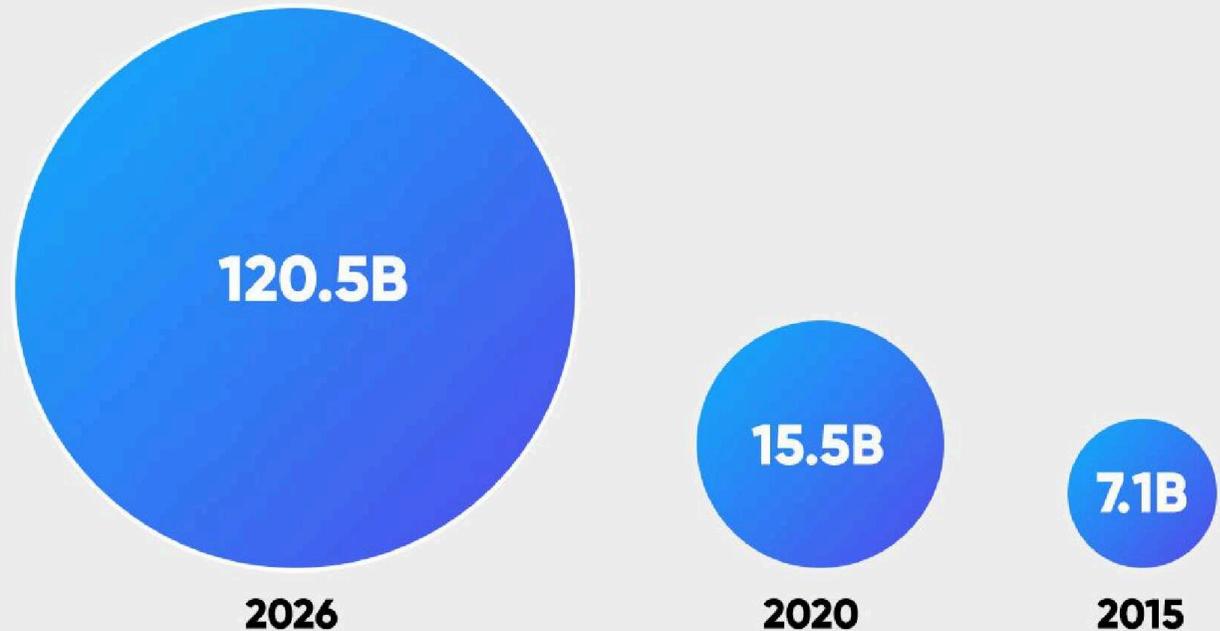
People can stop by any InfiniteVR location, have fun by using our simulators, and be exposed to new technologies. Regardless of purchase status, people leave our locations well informed about VR, AR or AI.

Every visit we have is a gain for our ecosystem. We help people realize the future.



Global Virtual Reality Market Size, 2015-2026 (US\$ Billion)

The global virtual reality market size was valued at USD 7.8 billion in 2018, and is projected to reach USD 120.5 billion by 2026, exhibiting a compound annual growth rate of 42.2% during the forecast period.



Source: Goldman Sachs Global Investment

Proven Success



Products



VR SMART - AIO HEADSET



VR ONE+



VR ONE



BLUETOOTH R/C



DRAWBOT



AR ARCHER



VR-CAM 360°



SMART DOG



AR GEEK PLAY



AR GUN

Simulators



9DVR



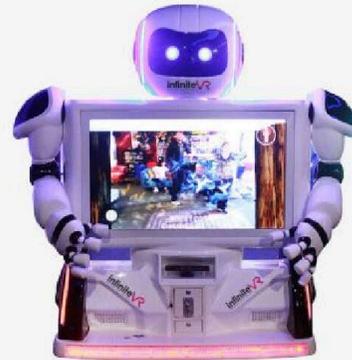
VR FLYING



VR MOTORCYCLE



VR RACING

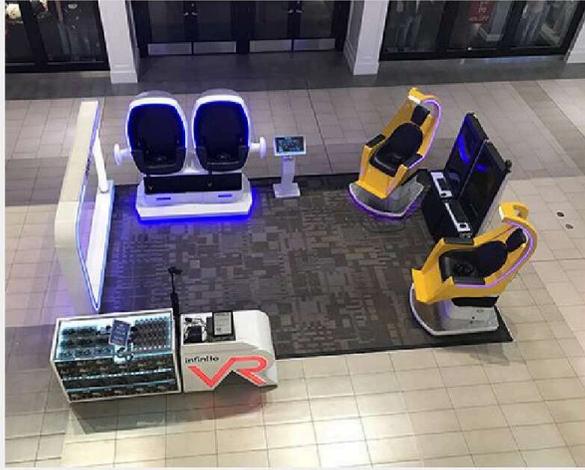


VR ROBOT

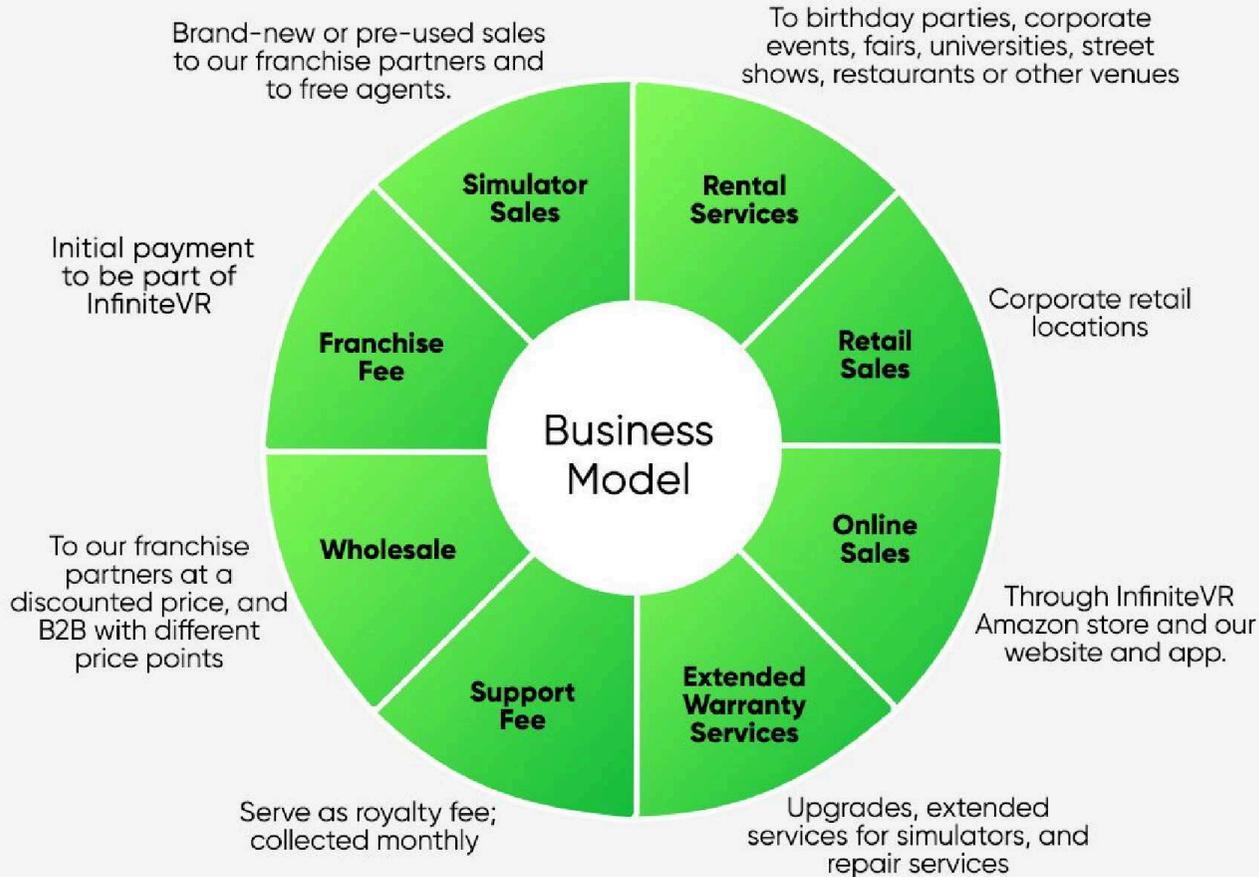


VR SPACE

Kiosks / Locations



Business Model



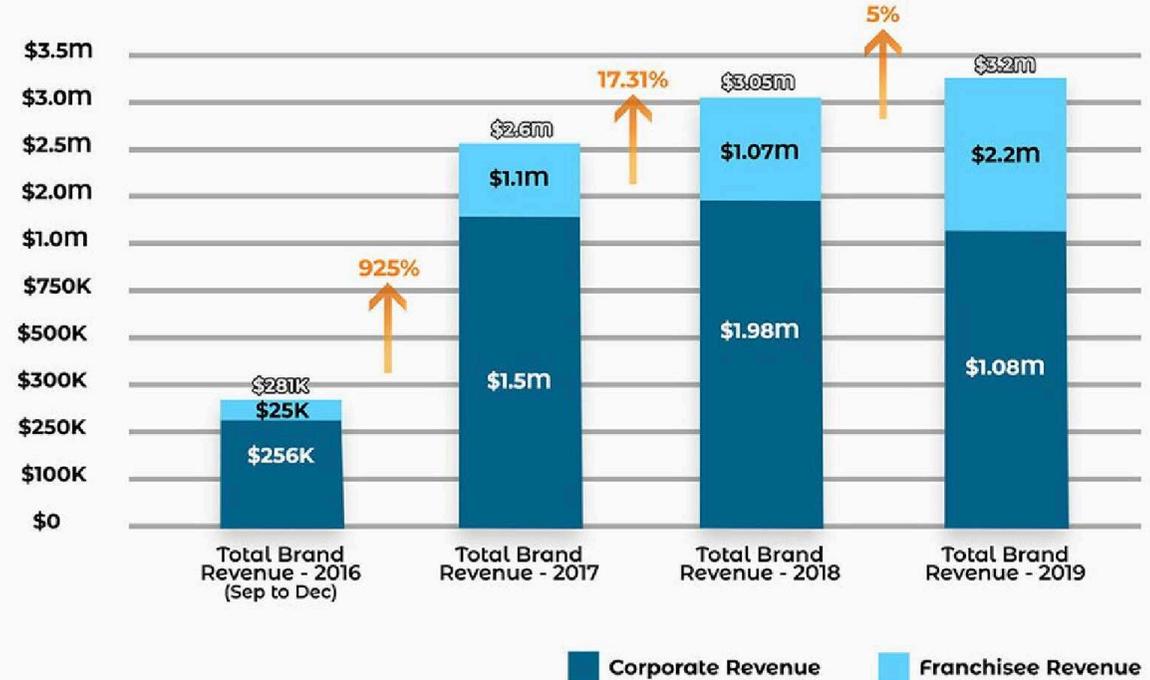
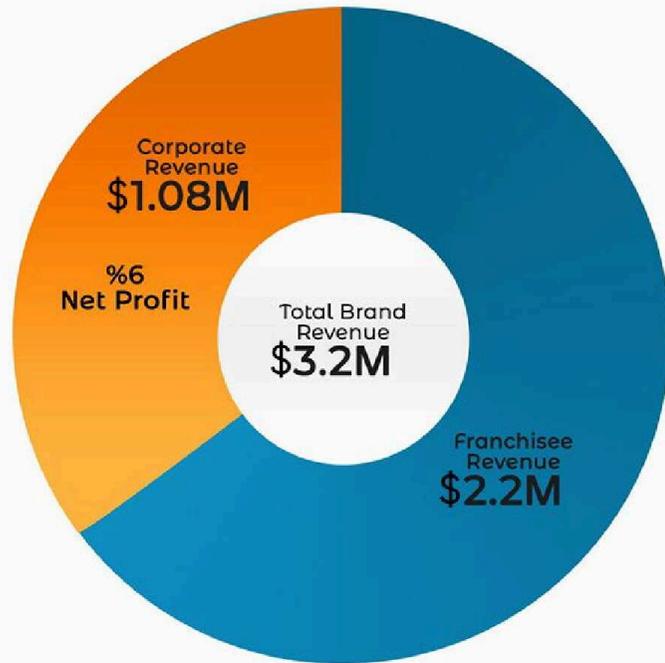
InfiniteVR has a very broad revenue structure, and new revenue sources are limited only by our imagination.

InfiniteVR 2.0 projects will add different income sources to our existing revenue structure, such as sponsorship and advertisement and a subscription model.

Sponsorship & advertisement: InfiniteVR attracts big companies' marketing teams thanks to our defined customer base and time spent in our locations.

Subscription model: By adding the InfiniteVRkids project, we will create a subscription model for families in order to increase our customer retention rate and provide a more personalized experience for our customers.

Financials - End of 2019

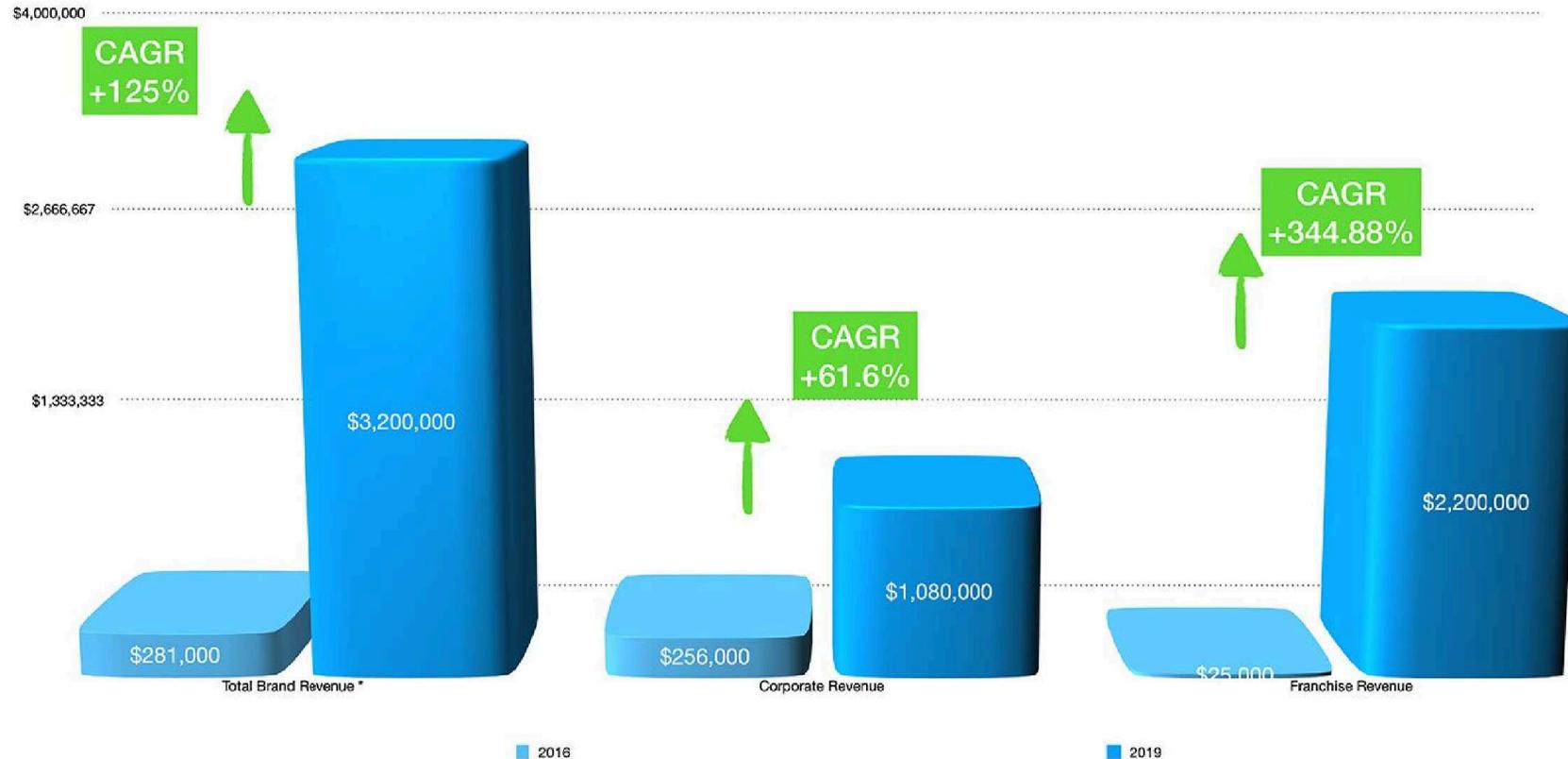


Total corporate locations: 2
Total franchise locations: 27
Total free agents: 6

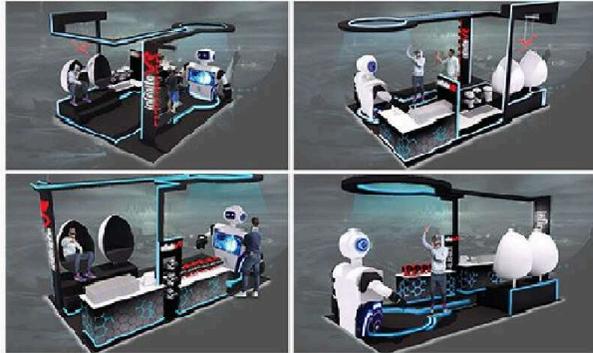
InfiniteVR- Compound Annual Growth Rate Comparison between 2016 and 2019.

*Brand Revenue: Total revenue is generated by all InfiniteVR franchisees and corporate locations.

InfiniteVR - Growth	2016	2019	Compound Annual Growth Rate
Total Brand Revenue	\$281,000	\$3,200,000	125%
Corporate Revenue	\$256,000	\$1,080,000	61.6%
Franchise Revenue	\$25,000	\$2,200,000	344.8%



What is Next?



InfiniteVR Next

Upgrading our existing locations in order to better serve our customers



InfiniteVR-Go

Location-based VR with adequate size to be mobile and suitable to open in shopping malls without needing big layouts



InfiniteVR Mini

To utilize all opportunities regardless of size restrictions



InfiniteVR Kids

Designed for our little fans to learn while they are having fun.

Growth Model

- Projections have been made by using InfiniteVR historical data and extrapolating with a conservative approach.
- All revenue projections prepared for InfiniteVR corporate revenue only. Brand revenue tends to be 80% of corporate revenue per year.
- All numbers on this page are only projections (not a promise).

Corporate Revenue Projections by Year

Description (in thousands)	2019	2020	2021	2022	2023
Revenue	1080	1300	2600	6100	9800
Net Operating Profit	61	157	338	798	1380
Additional Locations	-	4	14	40	60



Competition

- Locations in shopping malls only
- In-line stores and kiosk
- High product pricing
- Carry VR, AR and AI products
- Sponsorship&advertising revenue model
- No VR simulator experience

B8ta

**Omni
Virtuix**

- Direct competition in the past
- Focused more on B2B, selling VR simulator systems
- VR experience only, no product sales
- Expensive franchise system
- No active corporate location

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- Inline stores and kiosks
- Size flexibility for every needs
- Simply most affordable franchise VR system
- Wide product line with best price
- VR simulator experience and Location-based VR experience
- Multi-channel revenue model*
- Focus on learning while having fun for kids
- Highest number of locations in the industry
- Exists in 3 countries, 27 cities and 41 locations

- First Location-based VR company
- In-line stores only
- Need very large layout
- Expensive franchise system
- VR experience only, no product sale

**The
VOID**

SandBox

- New location-based VR company
- Locations in shopping malls only
- VR experience only, no product sales
- Less expensive than The Void franchise system and smaller layout
- Still needs big layout and in-line store size

*: Please check Business Model slide



Osman Fatih Aysu

Founder / CEO

Founded three brands and successfully executed them into a franchise model. CEO of three companies on three continents. MBA degree. Proud future dad of Paloma.



lacy Ye

China Operations Manager

Can turn into a NINJA when it comes to fighting for company rights.



Utku Murathan

Business Development Director

Successfully completed regional expansion for infiniteVR in 2018 even though he lost many pounds of weight.



Ekrem Kurtcu

Digital Marketing Manager

Convinced Mr. Osman to get into crowdfunding.



Kevin Bass

Warehouse Manager

Started in the company as a part-time helper and became an irreplaceable figure in the company.

User Testimonials

“ Very good!! Love the product. The virtual reality is seriously awesome. I can't wait until improves more.

Blake Smallwood - Sawgrass \$Mills, Sunrise, FL

“ Enjoyed watching my children have fun.

Susan Flores - Willowbrook Mall, Wayne, NJ

“ Everything was wonderful, the salesman was very friendly and we bought one then got into car and turned around came back and got another one.

Mary Krach - Jordan Creek Mall, Des Mones, IOWA

“ So great!!! Please add locations to Denver!

Tammy Crynes - Woodland Mall, Houston TX

“ I thoroughly enjoyed this experience, as did my 8-year-old son. Staff was very kind, professional and had a knack for communicating with my son and I. We will be back very soon.

Rachelle Coughenour - Barton Creek Mall, Austin, TX



Why Invest in Us?

\$9.2M brand revenue ●

\$4.75M Corporate revenue since Sep, 2016
Profitable since 2016

3 continents, 27 cities, 41 locations ●

Locations in Turkey, Mexico and USA.
16 US states

Signed LOI with largest investment group In China ●

In two weeks, 584 potential franchisees
signed up online application in China

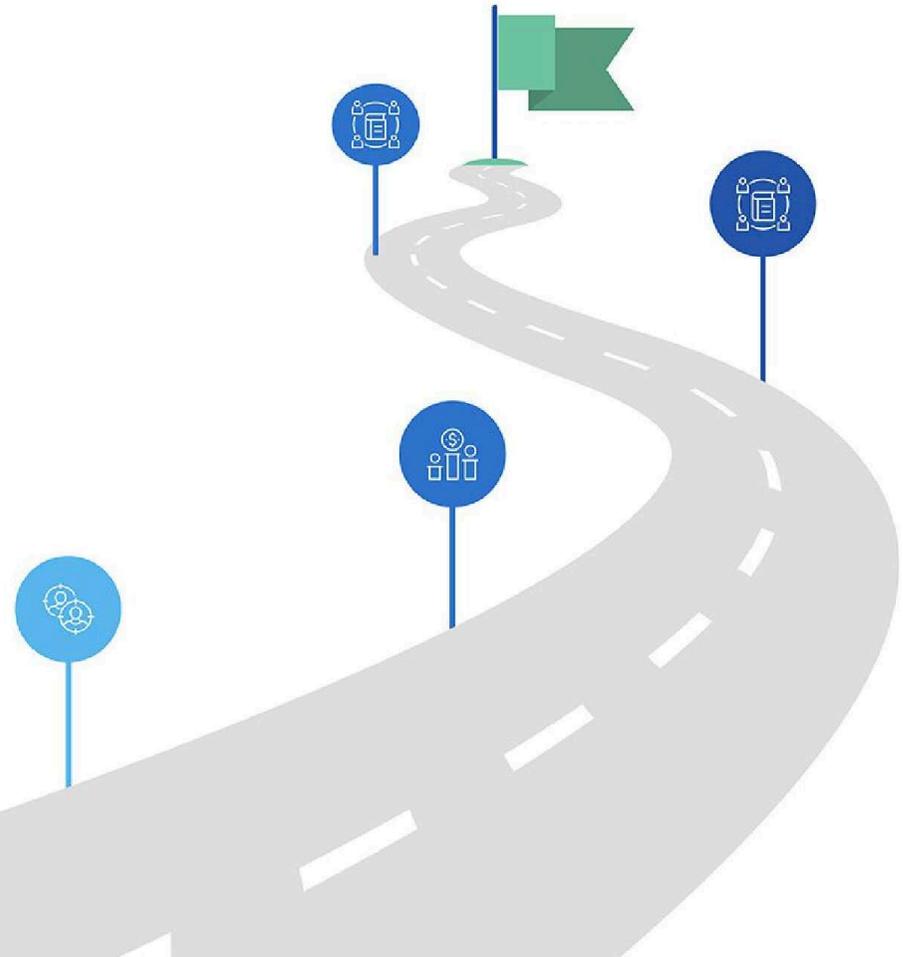
Growth Potential to be leader of \$120B industry ●

Highest number of VR locations
Multi-channel sales structure

Proven Success Of Management ●

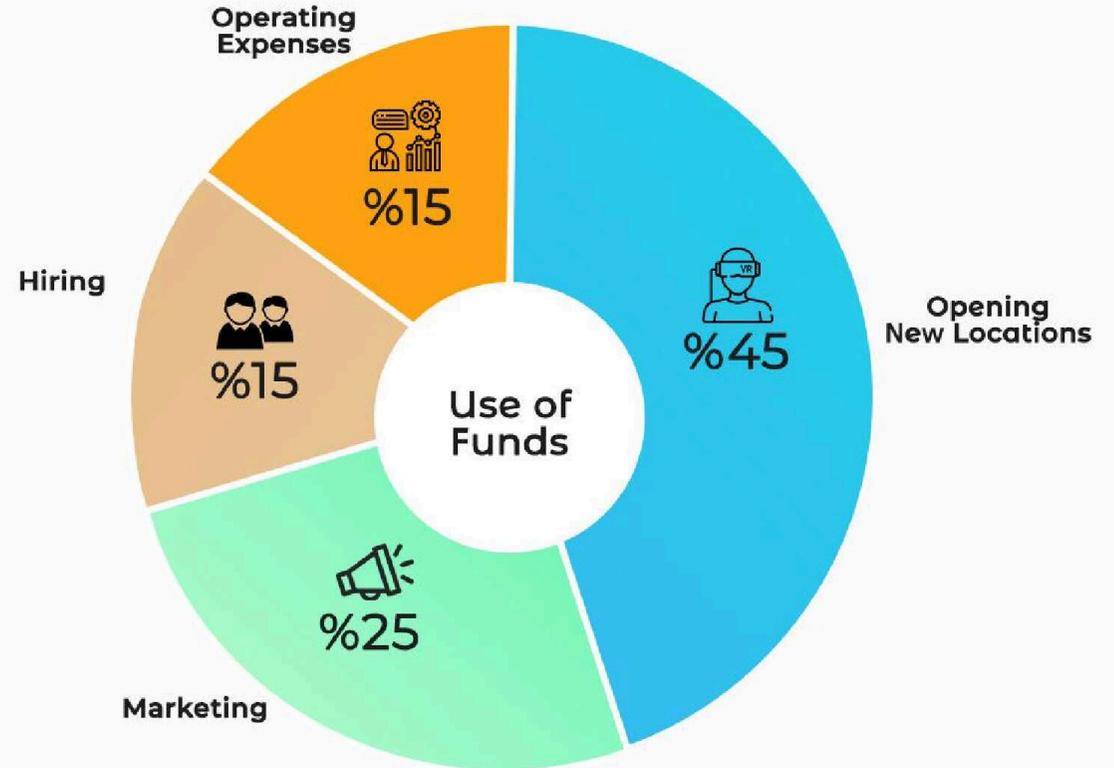
Founder has 3 other established brand in
the shopping mall industry since 2010

IPO or Acquisition



Milestones / Use Of Funds

- 2020** - To open 4 new locations (1 of each project)
- 2021** - Total InfiniteVR 2.0 locations: 14
- Franchising InfiniteVR 2.0
- Regional Expansion
- 2022** - Total InfiniteVR 2.0 locations: 40
- National Expansion
- 2023** - Total InfiniteVR 2.0 locations: 60
- Global Expansion
- To seek opportunity for initial public offering.



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