



FOR SOCIAL VR EXPERIENCES



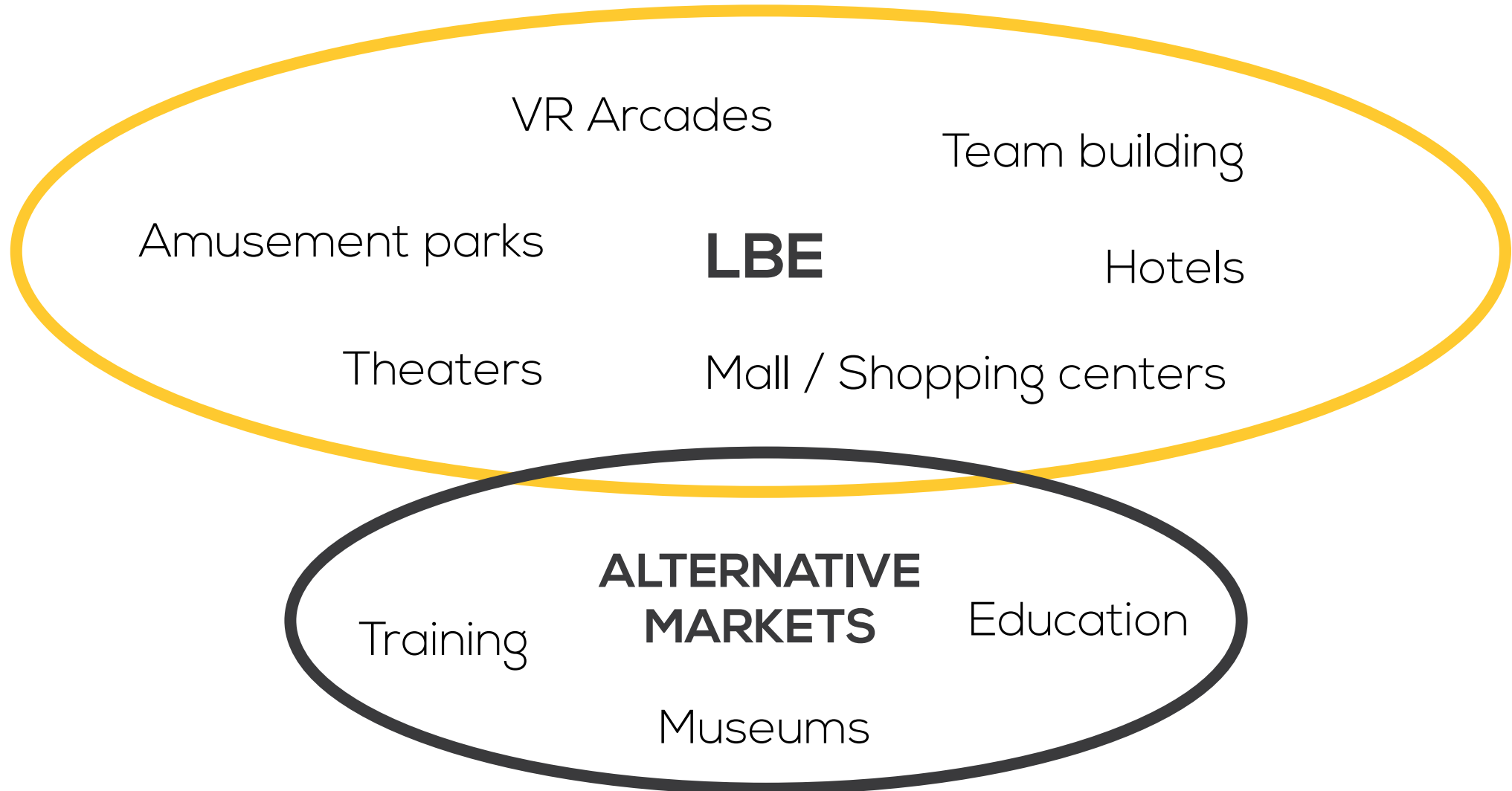
ToRRus Mission

ToRRus makes Virtual Reality social and multiplayer

“Whether it’s playing sport or video games, we believe those experiences are way better when you can share them with your friends and family”



Target market & opportunities



Problems in VR Market



No Social
Experience



Learning
curve



Low
re-playability

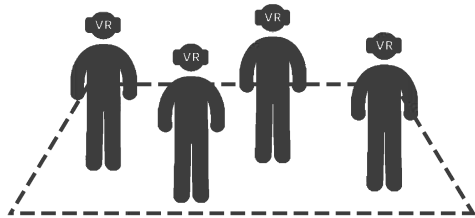


Technical
(Operations)

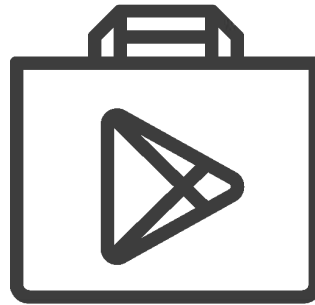


High start up
costs

ToRRus offers a turnkey solution to start a true multiplayer VR experience



Free roaming
over large scale

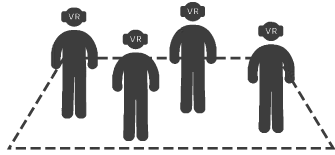


Games store



Complete solution &
installation service

ToRRus offers a turnkey solution to start a true multiplayer VR experience



Free roaming Over large scale

- Freely walk in a large room
- Play with your friends and family
- Interact with each other
- No learning curve
- Affordable tracking solution



Games store

- Wide range of multiplayer experiences: get recurring users
- Target a wider audience
- We adapt existing game to quickly get more content
- Pay per use : lower the start up cost



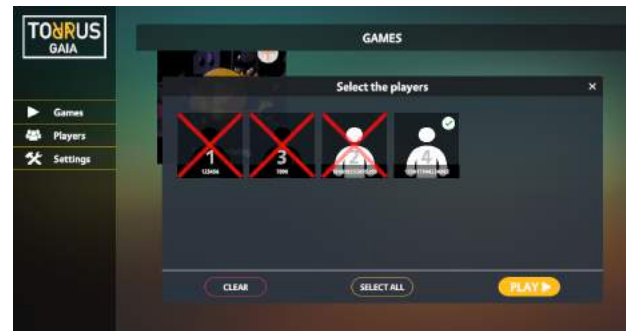
Complete solution & installation service

- Makes it easier for non technical clients
- Quality control
- Faster get to market

ToRRus Product



Large scale multiplayer
tracking system



Control Dashboard for
Arcades operators

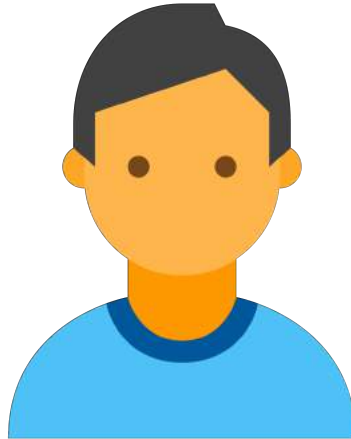


Games

Revenue Model



Fixed Cost per
Arcade



Fixed Cost per
Player



Pay per use
Games

Revenue Model



Fixed Cost per Arcade

- Tracking system
- Installation
- Dashboard control PC
- Spectator screen
- Networking equipment



Fixed Cost per Player

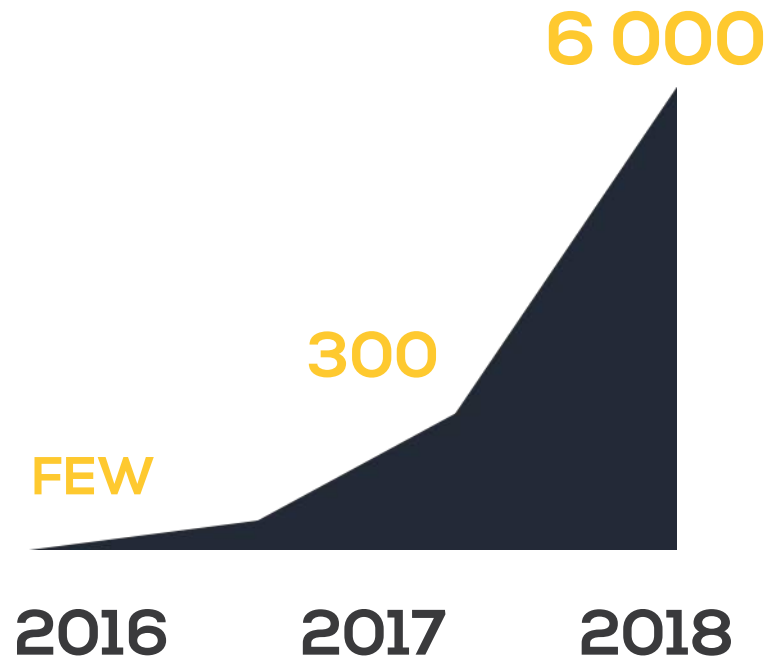
- VR Headset
- PC
- Controllers
- Gun



Pay per use Games

- Access to the catalog
- Recurring revenues
- A fee is collected on Games developed by partners

Target market in number



Quantity of VR
Arcade Worldwide

Addressable Market

200M\$ / Year

VR GAMING INDUSTRY

\$286.7 million in 2017

\$2.3 billion expected by 2020



2020

Go to Market



Competition

SINGLE PLAYER

MULTIPLAYER



FEW GAMES MANY GAMES

Team



JULES – CEO



ALEX – CTO

ADVISORY COMITTEE



Jean François Ouellet
MARKETING
HEC



Yvan Poeymirou
GAMING
Ubisoft VR R&D



Financials



Financials

70%

Gross Margin

15 000€

Monthly Burn Rate

6 Arcades

To Break-even

30 000€

Client Value / Year

300€

CAC

Get in Touch

www.vrtracker.xyz

www.torrusvr.com