




XRimmersive.tech

Making the Metaverse
REAL™

CSE: VRAR | OTC: FNTTF | FRA: 79W



WHO IS
XRI?

Immersive Entertainment Platform

Building Metaverse tools for the out-of-home entertainment industry

WHO IS **XRi?**

1

IMMERSIVE EXPERIENCES

We create **Metaverse VR attractions** - UNCONTAINED hyper-immersive

2

OPERATOR NETWORK

Operate a **SaaS platform** powering a growing network of 300+ **VR Arcades**

3

DEVELOPER PLATFORM

Licensing control systems platform for building Immersive Experience

WHO IS **XRi?**

1

HYPER-IMMERSIVE SYSTEMS

Licensing control systems platform
to add hyper-immersion to any
game or experience

2

OPERATOR NETWORK

Operate a **SaaS platform**
powering a growing network
of 350+ **VR Arcades**

65

IMMERSIVE
EXPERIENCES
DEPLOYED
GLOBALLY
Since 2017



“Citi Bank believes the Metaverse represents an **\$8- \$13 TRILLION** opportunity by **2030**” - [Citi Report](#)

“Goldman Sachs estimates the **global Metaverse market** at **\$8-\$12 Trillion**” - Goldman Sachs

“Morgan Stanley sees **\$8 Trillion Metaverse market size** - in China alone” - Morgan Stanley

WHAT IS THE METAVERSE?

- The Metaverse is - **Social, Immersive, Experiences**
- The ultimate goal of the Metaverse is to **LOOK & FEEL like the physical world (Hyper-Immersive is the key)**
- VR Games will drive the Metaverse and will make it mainstream
 - Global gaming industry is currently valued at **\$180B** - larger than the global film, music and sport industries combined
 - 40% of earth's population is a gamer (3.2B people)

“The Metaverse is essentially about creating games” (Satya Nadella, Microsoft CEO)

1. IMMERSIVE EXPERIENCES

PHYSICAL
PORTAL
TO THE
METAVERSE



UNCONTAINED



Click above to play video



UNCONTAINED

HYPER-IMMERSIVE™

- 2 patents filed for UNCONTAINED
- Hyper-Immersive trademarked

PNEUMATIC
AIRBLASTS

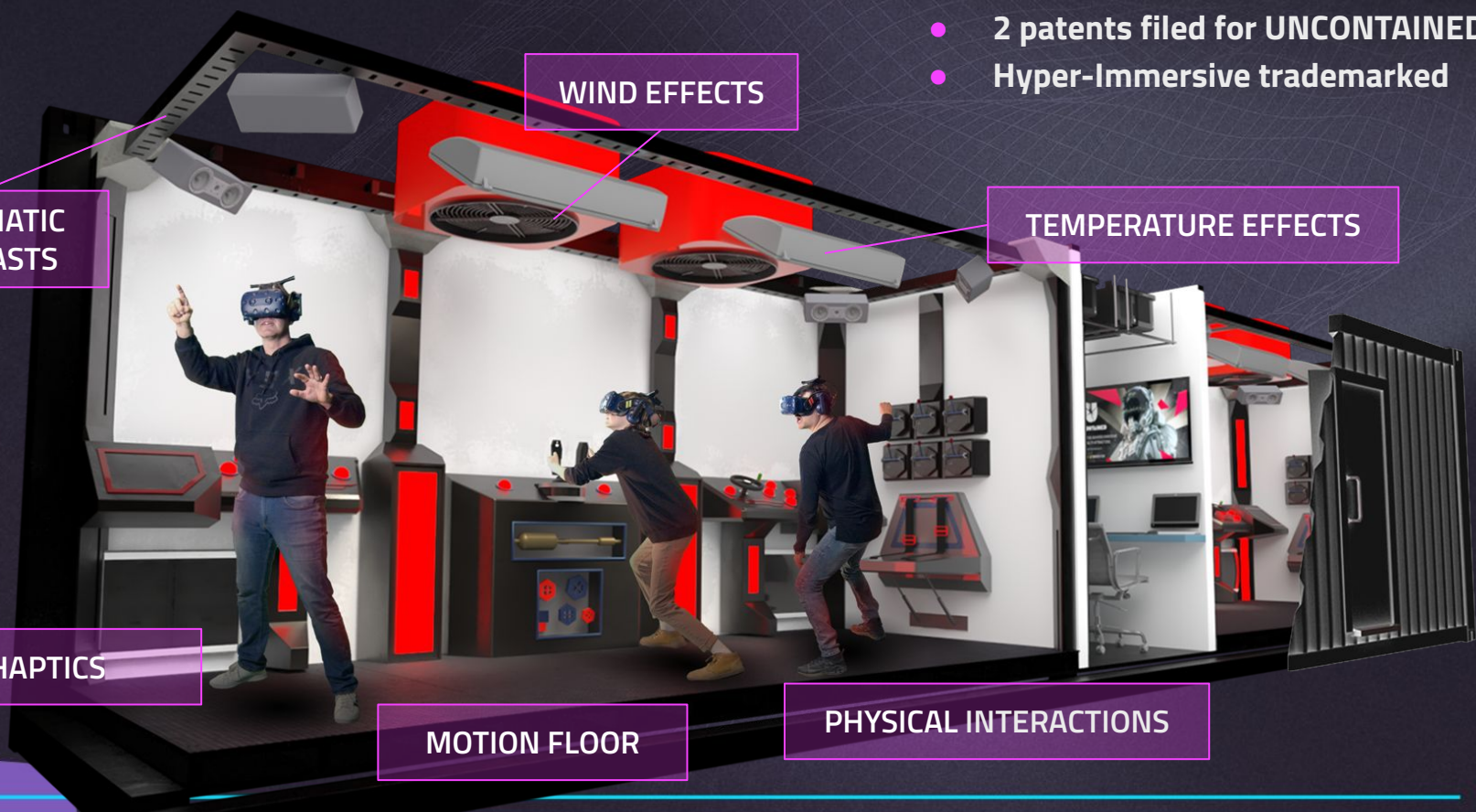
WIND EFFECTS

TEMPERATURE EFFECTS

HAPTICS

MOTION FLOOR

PHYSICAL INTERACTIONS





UNCONTAINED

HYPER-IMMERSIVE™

- Launched test unit Nov. 2021 at IAAPA Expo in Orlando
- Gained 12 LOI's
- Unit 1 deploying in Vancouver, BC June
- Unit 2 deploying outside Washington DC (aiming Q3) as well as unit 2 & 3 Vegas
- More to be announced including retail interior version coming soon



DEVELOPER PLATFORM

Uncontained/OS

- Long-term scalable opportunity to license our control systems platform, Uncontained/OS.
- Opportunity to move beyond out-of-home ent. with enterprise solutions for anyone to build hyper-immersive Metaverse experiences quickly & easily; Enterprise training, Brands, Museum exhibits, etc.
- Many new entrants are looking to build immersive metaverse experiences that look & FEEL real (Hyper-Immersive™). The cost of highly engaging experiences has drastically dropped, thanks to VR.



Our Operator Network

INTERCONNECTED

GLOBAL LOCATIONS

300+

IMMERSIVE

SOCIAL VR EXPERIENCES

325

PLAYER MINUTES

2021

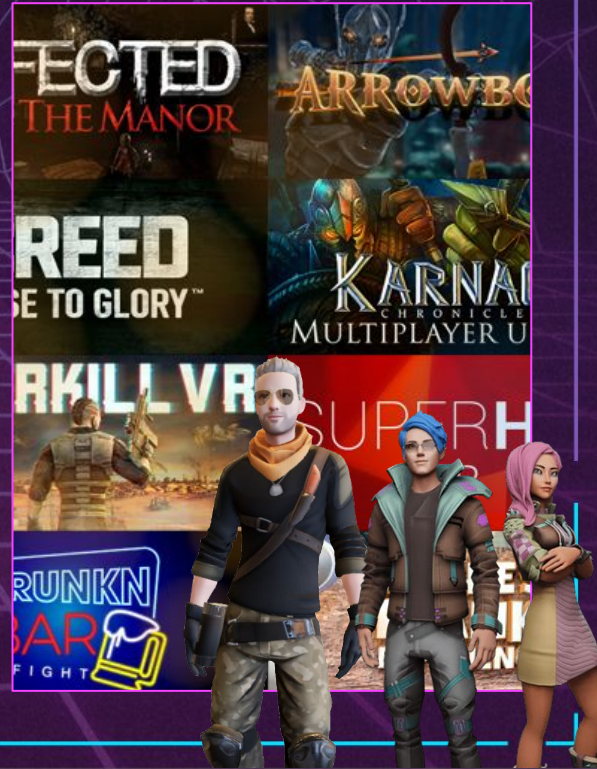
17,000,000+

Our Synthesis Network serves as the backbone of our Metaverse

- **Metaverse World (Lobby)**
Connecting global locations and players
- Global leaderboard tracking & ranking player scores in real time
- Custom Full-body Avatars

2. OPERATOR NETWORK

- Synthesis VR - Acquired Q1 2022
- Facility Management SaaS - Turnkey running a VR Arcade (Reservations, billing, device management, game launcher) - 300+ VR Arcades globally
- Marketplace - Game Catalogue management, billing, DRM - 325+ Games
- VR ent. centers opening rapidly due to Retail-tainment trend - they need our Turnkey SaaS & attraction solutions



PLAYERXARENA

- Universal Free-roam & Room-scale Arena
- Access to largest catalogue of free-roam and room-scale VR games in the industry (325+ games)
- Turnkey & scalable arena for 4-16 concurrent players
- Starting at \$40,000
- Coming fall 2022



Leadership

KEY BOARD MEMBERS



SHAFIN DIAMOND TEJANI

CEO of Victory Square Technologies Serial entrepreneur and investor



KAMEN PETROV

Co-founder of SynthesisVR Experienced CTO and entrepreneur



SHABEER SINNALEBBE
CEO

VR Arcade veteran & **Co-founder of SynthesisVR**



JEFF JANG
HEAD OF MARKETING

Art director for a number of high profile IPs and gaming experiences.



ADRIAN DUKE
CDO

Attractions designer and **inventor of record breaking experiences.**

Business Model

UNCONTAINED Experiences

- Sales and Licensing of Attractions and Custom indoor systems
- Royalties on ticket sales, Licensing & support

Synthesis Operator Network

- **SaaS** recurring revenue; Facility management platform (billing, reservations), Headset Management for 300+ VR Arcade Operators
- **Publishing;** Game Catalog licensing fees derived from publishing 325+ VR experiences

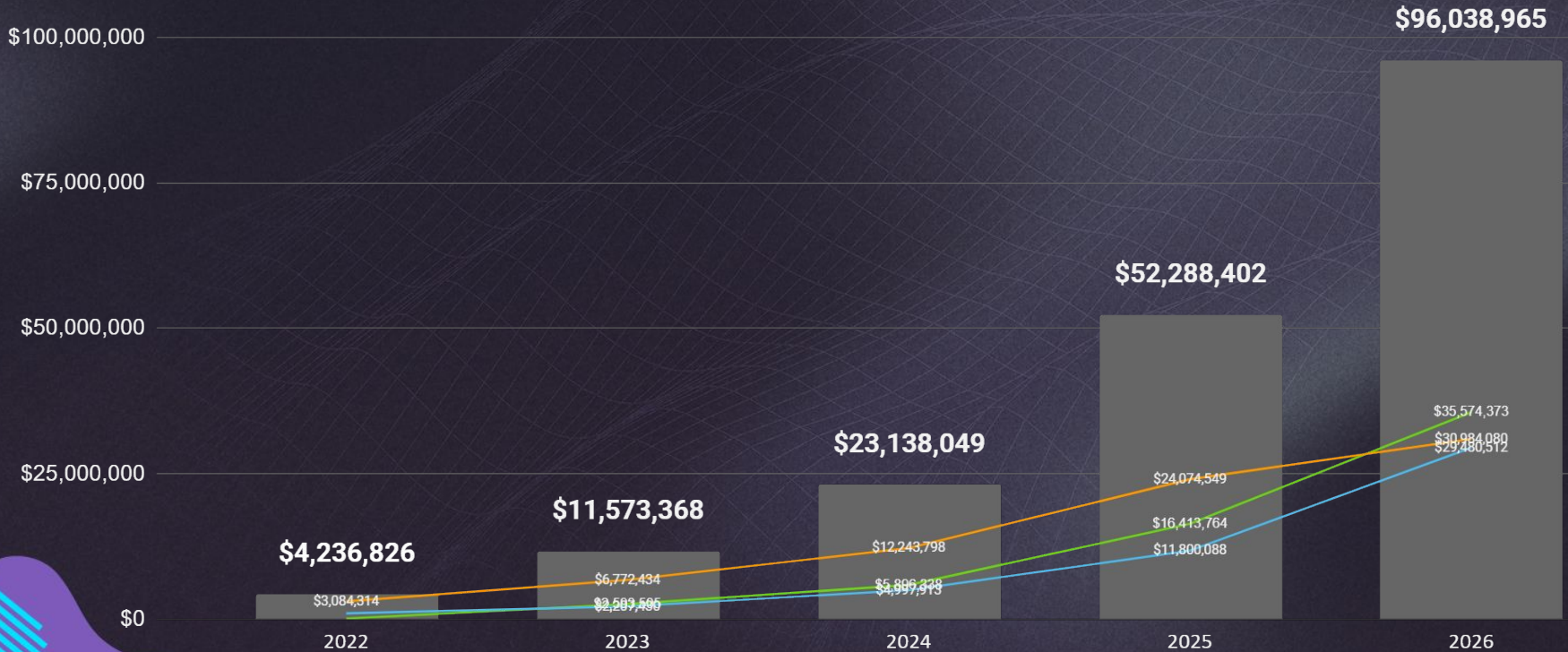
Developer Platform

- **Uncontained/OS** License Hyper-Immersive™ control systems for next-gen immersive experiences (enterprise training, simulations, exhibitions)

PROJECTED GROSS REVENUES

Revenue Lines

— Immersive Experiences — Operator Network — Developer Platform — Accumulated



2022 Milestone Goals

UNCONTAINED

- Unit sales
- Currently have 12 LOI's to convert and deliver

Synthesis Network

- Double in size
- Launching point of our Metaverse

Partnerships

- 1-3 Major industry & ent. partnerships
- Currently secured key partnerships with:
HTC & DTS Audio

Cap Table

	Amount (as May '22)
SHARES OUTSTANDING	90M
TOTAL OPTIONS & WARRANTS	14M
FULLY-DILUTED SHARES OUTSTANDING	104M
MARKET CAPITALIZATION	~\$7M

Contact

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