



THE FUTURE OF FUN

A Complete, Easy-to-Run Racing Game
System Made to Make You Money.



TRADITIONAL FEC ARE LOSING MONEY



High Rent, Big Space



Low Repeat Customers



Too Many Staff

THE SMART WAY TO UPGRADE WITH HOLOKART



A: 1 Space, Infinite Games: Turn any empty floor into a cool interactive arena. No construction needed.

B: Total Immersion: Players don't just watch a screen. They drive inside a live game track that moves with them.

C: Free Cloud Updates: Update new games directly from the cloud. No need to buy new hardware. It never gets old

6 GAMES TO GET ALL KINDS OF CUSTOMERS

SPEED RACE

Real competition with live leaderboards. Keeps racing fans coming back on weekdays to beat the top score.



6 GAMES TO GET ALL KINDS OF CUSTOMERS

CANDY PARTY

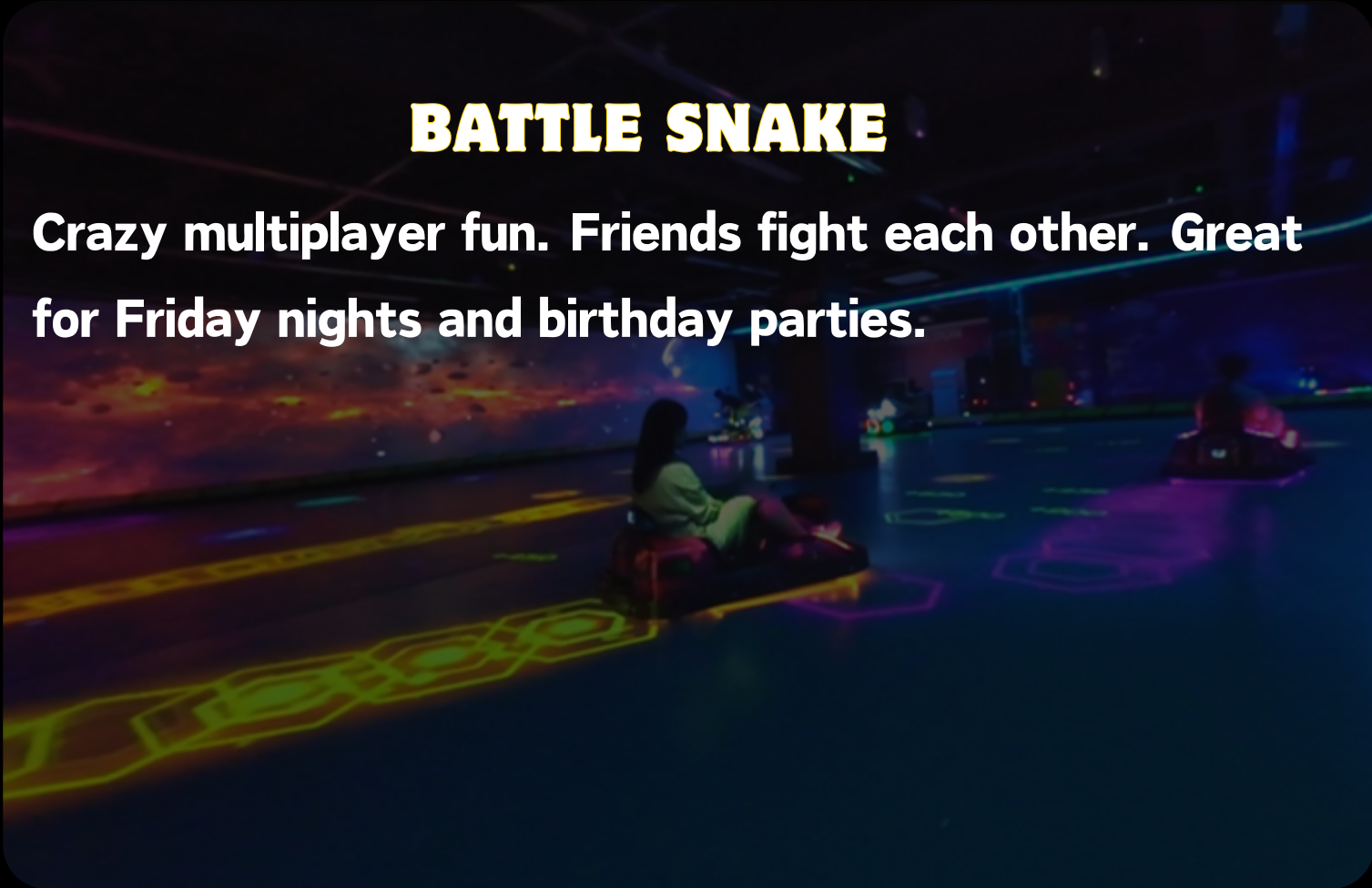
Easy and fun collecting game. No crashing, zero stress. Perfect for **weekends**.



6 GAMES TO GET ALL KINDS OF CUSTOMERS

BATTLE SNAKE

Crazy multiplayer fun. Friends fight each other. Great for Friday nights and birthday parties.



6 GAMES TO GET ALL KINDS OF CUSTOMERS

COLOR GRID

Crazy multiplayer fun. Friends fight each other. Great for Friday nights and birthday parties.



6 GAMES TO GET ALL KINDS OF CUSTOMERS

BATTLE VIRUS

Crazy multiplayer fun. Friends fight each other. Great for Friday nights and birthday parties.



VENUE ADVANTAGE: SMALL SPACE. FAST SETUP

Area Requirement & Number of Players	
120-150sqm	5-6 players
160-200sqm	6-8 players
210-260sqm	8-10 players
260-320sqm	10-12 players
330-400sqm	12-14 players
Remark: Minimum 120sqm (5-6players)	
The Height of ceiling : 3.5-6m	

A: Fits Anywhere: Needs only 120 SQM and 3.5M ceiling height. Perfect for shopping malls and tight commercial spots.

B: Total Immersion: Easy setup without destroying the floor or structures. Start your business fast.

THE LOYALTY ENGINE

TURN ONE-TIME PLAYERS INTO REGULARS



A: The Ego Hook (Leaderboards):

Show player names on big screens in real-time.

B: The Economy Hook (Win Prizes):

Turn game scores into loyalty points. Players redeem points for cool gifts, bringing them back again.

Initial Capital Expenditure (CAPEX)

Investment Item	Est. Cost (USD)	Description
HOLOKART Turnkey System	\$60000	Core projection, control system, karts, exclusive game licenses
Freight & Customs	\$2000	Shipping to Manila & estimated clearance fees
Commercial Lease Deposit	\$12000	3 months rent upfront buffer based on a 1,300-1500 sq ft location.
Light Fit-Out & Permits	\$6000	Basic painting, wiring, lighting setup, and local fire compliance. No expensive construction.
Initial Marketing & Misc.	\$1000	Local FB/IG launch campaigns & collateral
Total Initial Investment	\$81,000	Everything you need to open your doors.

Estimated Monthly Operating Expenses (OPEX)

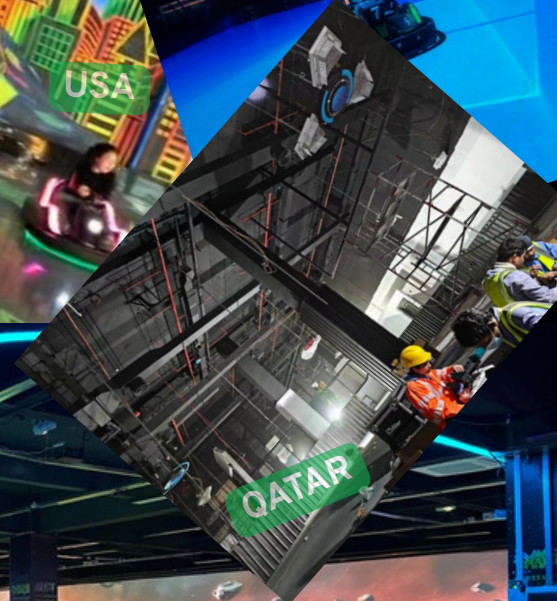
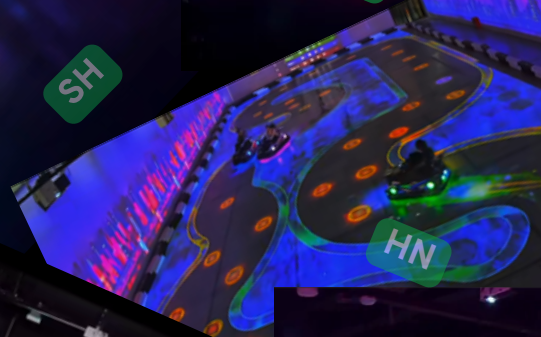
Expense Item	Est. Cost (USD) Monthly	Description
Rent & CAM Fees	\$4000	Approx. 1,500 sq ft prime community space. High floor efficiency saves you from massive real estate costs.
NYC Labor Payroll	\$1200	1 Full-Time Manager (\$2,100) + Part-Time Student Staff budget (\$1,500) leveraging flexible peak-hour shifts.
Insurance & Utilities	\$600	Commercial liability, high-power electricity for projectors, and internet.
Misc. / Maintenance	\$200	Property management fees, supplies
Marketing fee	\$1000	
Total Monthly OPEX	\$7000	Highly optimized fixed overhead

Revenue Projection & ROI

Based on 5-min gameplay at \$10USD ticket price.
Calculated based on a standard 30-day month (22 Weekdays + 8 Weekend days).

Metric	Baseline Scenario (40/day Weekday + 150/day Weekend)	Optimistic Scenario (80/day Weekday + 200/day Weekend)
Weekday Traffic (22 days)	440 Players (20/day)	1100 Players (50/day)
Weekend Traffic (8 days)	1,200 Players (150/day)	1,600 Players (200/day)
Total Monthly Traffic	1640 Players	2700 Players
Gross Monthly Revenue	\$16400	\$27000
Net Profit (After OPEX)	\$9400	\$20000
Estimated Payback (ROI)	~8 Month	~4Months

OVER 50 LOCATIONS ALL AROUND THE WORLD





Name	Parameter
Size	L1420*W800*H950mm
Power	380W
Speed	1-12km/h
N.W	65kg
Suitable Age	5-65 years old
Battery	36V lithium iron phosphate battery
Usage Time Of Battery	4 hours
Charging Time Of Battery	5 hours
Bearing Capacity	120kg
Color	customization

HOLOKART THE WHOLE SYSTEM

Sensors >

projectors >

H:3.5M

karts >



 Contact us



Thank You
for Watching

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