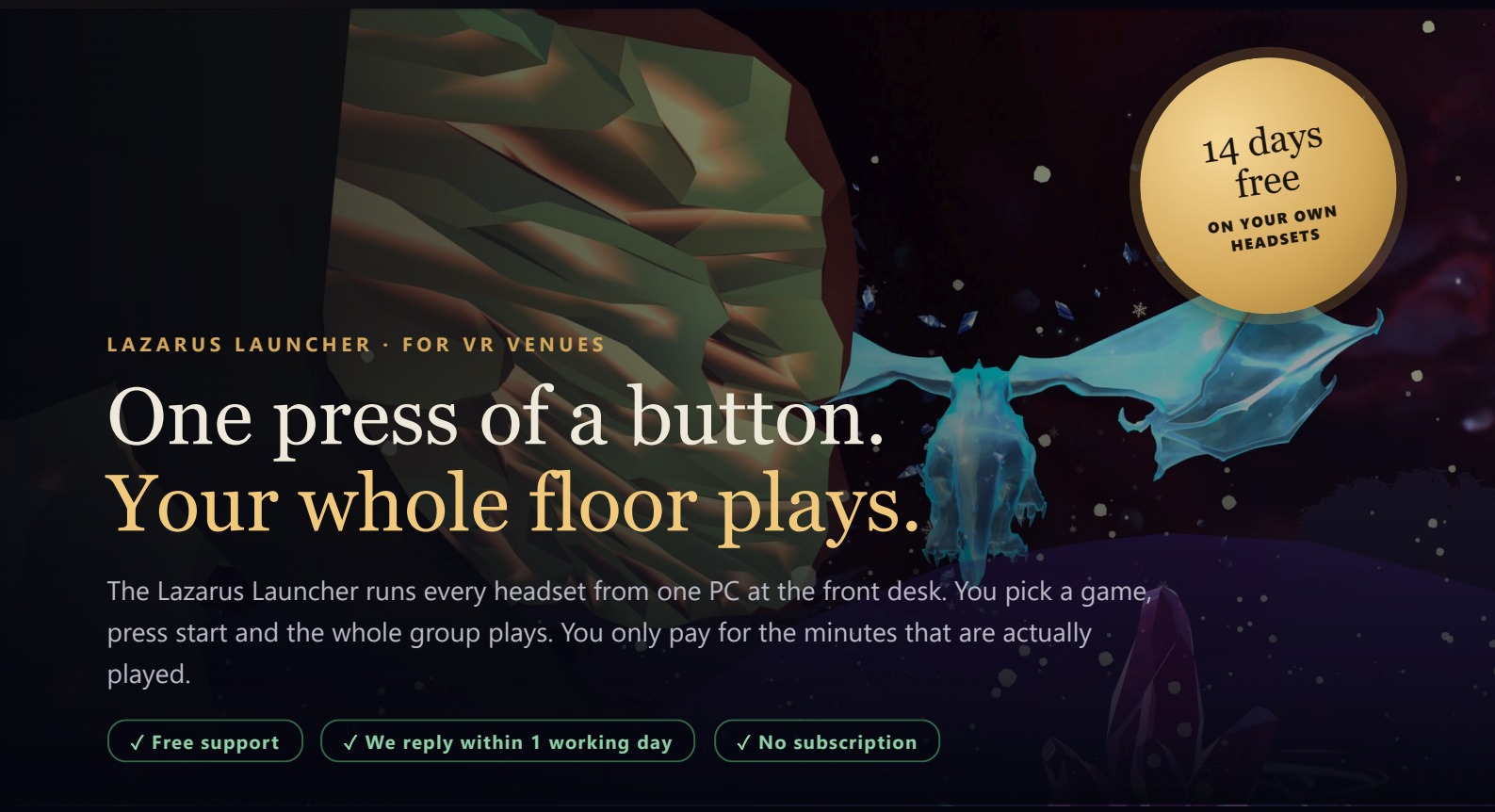


LAZARUS LAUNCHER · FOR VR VENUES

One press of a button. Your whole floor plays.

The Lazarus Launcher runs every headset from one PC at the front desk. You pick a game, press start and the whole group plays. You only pay for the minutes that are actually played.

✓ Free support · ✓ We reply within 1 working day · ✓ No subscription

€3.00
per headset per hour on the Venue pack, excl. VAT. No subscription and no licence fee per headset.

6%
of your ticket revenue goes on play time. The rest is your margin.*

20 hours
of play, and the €999 Venue pack (excl. VAT) has paid for itself.*

WHERE YOUR TIME GOES NOW	WITH THE LAZARUS LAUNCHER
Walking past every headset for every group	→ One press starts every headset at once
Closing for an evening to install updates	→ Updates install themselves at start-up
New staff who keep asking for help	→ A practice round without headsets, and help on every button
Paying for headsets that sit on the shelf	→ You pay per minute played, per player
A second PC for a second group	→ Several groups at once from one PC
Waiting for help when something goes wrong	→ Free support: you hear from us within 1 working day

* Worked example: €25 per player for a 30-minute session, so €50 revenue per headset per hour. The full calculation is on page 3.

ALREADY PLAYED WITH THE LAUNCHER — 1,010+ sessions · 1,360+ players · 363 hours in VR · since May 2026

BUILT FOR A BUSY SATURDAY

Why Lazarus?

We run VR sessions with real groups ourselves. That is why everything you need at peak time sits under one button, and the rest stays out of your way.

1

The group arrives
Hand out the headsets. They are already in the launcher.

2

Pick a game and a mode
VRSUS Team Deathmatch, say, or Nockturne Endless Waves.

3

Press start
Every headset in the session starts at once.

4

The next group
Play time is tracked per player, to the minute.

Easy for your staff
If they can take a booking, they can run the floor. Tips on the controls, a guide behind the ? button and a practice round with pretend headsets.

Plug in, press YES
Switch on developer mode, plug a new headset in and press YES. The launcher sets up its WiFi, the wireless link, its name, its settings, the lobby and the game.

Several groups at once
Run several games side by side from one PC, each with its own group, room, clock and bill. VRSUS plays one match per PC at a time.

Finds free ports by itself
The launcher checks what the PC already uses, picks free ports and tells every headset where to connect. No port numbers to type.

Everyone lined up by itself
Draw each room once. At the start, every game reads each headset's play area and lines all players up in one shared arena.

Updates over WiFi
Games and updates go to the headsets over WiFi. New builds download by themselves, one button updates every headset that is behind, and the launcher updates itself.

Watch live on a TV
Any TV, tablet or phone on your WiFi shows the scoreboard and the game live, with a player's-eye and an overhead camera. Live video in every game.

Step into the game
From the server screen, staff can send in extra monsters (Nexus, Nockturne), hand out weapons (Nexus), give a hint (The Turning) or pick the next minigame (Partolli).

Fun with one player too
VRSUS and Partolli fill up with computer players, and Nockturne and Nexus scale their monsters to the size of your group.

For young and old
From all ages to 16+: a family party game, co-op fights against monsters, a PvP arena shooter and a horror escape, for 1 to 24 players.

The whole floor on one screen
See which game each headset runs and how full its battery is, stop or restart a session from the desk, and see play time per game across your PCs.

Leaderboards across venues
Scores go on shared leaderboards under your venue's name, which gives groups a reason to come back.

THE LOBBY

Used to VR before the game starts

While your staff set up the game, the group warms up in the lobby: they see their own hands, look in a mirror, pick a headpiece and type their name, then play bow, whack-a-mole and ball toss on one scoreboard. So nobody spends their first minute in VR inside a match.





RETURN ON INVESTMENT

What an hour of play earns you

You buy play time up front, in packs. One ember is one player for one minute, so 60 embers is one headset for an hour. Below is a worked example at typical prices. On the website you can check it with your own numbers.

ASSUMPTIONS

Headsets	4
Ticket price per player	€25
Session length	30 minutes
Revenue per headset per hour	€50
Booked hours per headset per week	about 19

OUT OF EVERY €50 OF REVENUE AN HOUR



€3.00 goes on play time — €47.00 stays with you

PER MONTH, AT 333 HOURS OF PLAY

Ticket revenue	€16,650
Play time (Venue pack, excl. VAT)	– €999
What you keep	€15,651

PACK	PRICE EXCL. VAT	HOURS OF PLAY	PER HEADSET-HOUR	PAID BACK AFTER
Taster once only, to try it	€199	44 hours	€4.51	4 hours
Starter for 1 or 2 headsets	€459	122 hours	€3.75	10 hours
Venue BEST VALUE a month for 4 headsets	€999	333 hours	€3.00	20 hours
Venue+ for a full floor	€1,899	700 hours	€2.71	38 hours
Chain for several rooms	€3,999	1,666 hours	€2.40	80 hours

No subscription

Buy play time when you need it, with no fixed monthly costs.

Never expires

Embers you buy stay on your account, so a quiet month costs nothing.

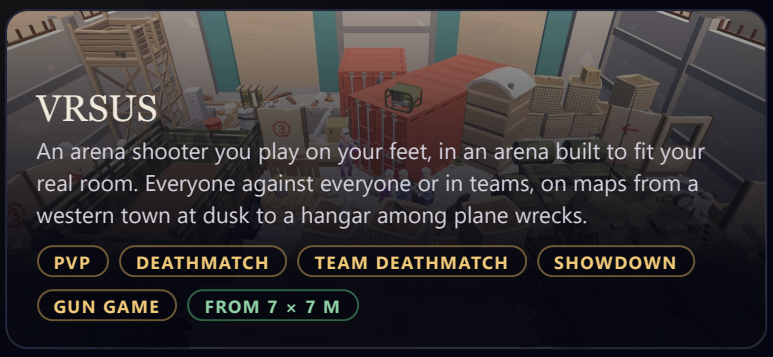
A small share

Venues often spend 10 to 12% of ticket revenue on content. On the Venue pack it is 6%.

This is a worked example based on the assumptions above, not a guarantee. 'Paid back after' is hours of play at €50 revenue per headset per hour. We count a month as 4.33 weeks. Prices in euros, excl. VAT.

ON THE SHELF

Five multiplayer free-roam games



VRSUS

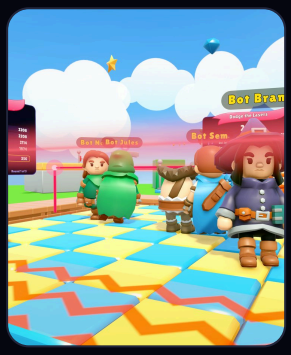
An arena shooter you play on your feet, in an arena built to fit your real room. Everyone against everyone or in teams, on maps from a western town at dusk to a hangar among plane wrecks.

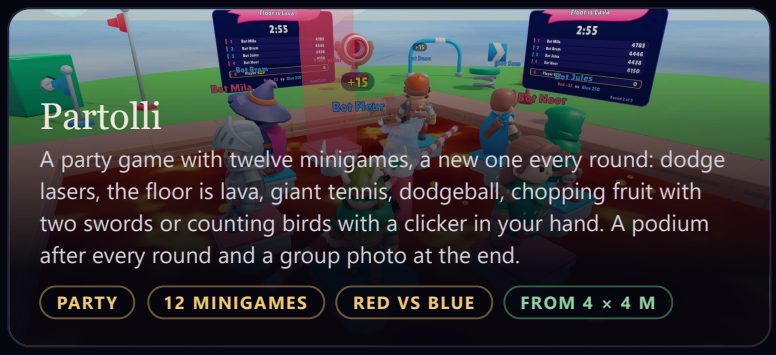
PVP · DEATHMATCH · TEAM DEATHMATCH · SHOWDOWN · GUN GAME · FROM 7 × 7 M







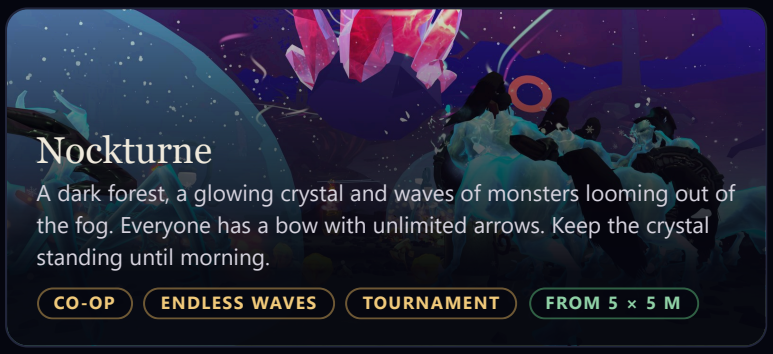




Partolli

A party game with twelve minigames, a new one every round: dodge lasers, the floor is lava, giant tennis, dodgeball, chopping fruit with two swords or counting birds with a clicker in your hand. A podium after every round and a group photo at the end.

PARTY · 12 MINIGAMES · RED VS BLUE · FROM 4 × 4 M



Nockturne

A dark forest, a glowing crystal and waves of monsters looming out of the fog. Everyone has a bow with unlimited arrows. Keep the crystal standing until morning.

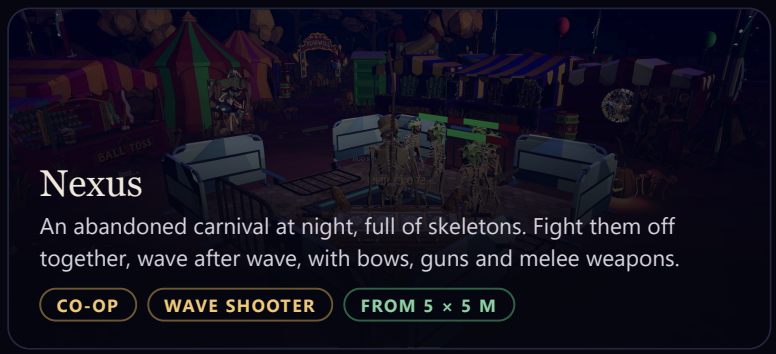
CO-OP · ENDLESS WAVES · TOURNAMENT · FROM 5 × 5 M











Nexus

An abandoned carnival at night, full of skeletons. Fight them off together, wave after wave, with bows, guns and melee weapons.

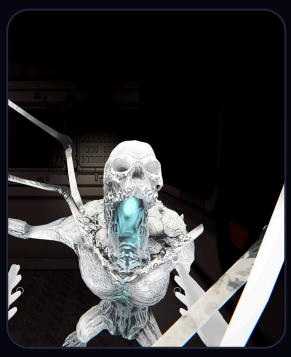
CO-OP · WAVE SHOOTER · FROM 5 × 5 M



The Turning

A horror puzzle game. You make your way through mazes, on the run from a monster. Can you escape in time?

HORROR · PUZZLE · ESCAPE · FROM 7 × 7 M





AT A GLANCE

A game for every group

GAME	KIND	PLAYERS	AGE	PLAY AREA FROM
VRSUS	PvP arena shooter	1-24	12+	7 × 7 m
Partolli	Party game with minigames	1-24	All ages	4 × 4 m grows with your room
Nockturne	Co-op defence with bows	1-10	8+	5 × 5 m
Nexus	Co-op wave shooter	1-10	8+	5 × 5 m
The Turning	Horror puzzle escape	1-5	16+	7 × 7 m

HOW THE DEMO WORKS

From demo key to your first group

1. **We send you a demo key.** It gives you 14 days of free play, with every game.
2. **Download the launcher** on the front-desk PC and sign in. The guided setup takes you step by step through the room, Wi-Fi, headsets and play area.
3. **Pick a game and press start.** Rather do it together? We will set it up with you remotely.

WHAT YOU NEED

You probably have it already

- ✓ Meta Quest or Pico headsets with developer mode on
- ✓ A PC with Windows 10 or 11 at the front desk
- ✓ One 5 GHz Wi-Fi network
- ✓ A clear play area from 4 × 4 m, 7 × 7 m for every game

Fits the setup you already have

- ✓ Works with your own Meta Quest and Pico headsets
- ✓ Tested alongside other well-known VR launchers, no conflicts
- ✓ Guided setup of about an hour
- ✓ Runs on an ordinary PC with Windows 10 or 11
- ✓ Nothing to throw out or rebuild
- ✓ Rather do it together? We set it up with you remotely

Free support

Stuck on something? Help costs you nothing, during the demo and after it.

Contact within 1 working day

You hear from us within one working day, by mail or phone.

Set up together

Call or message us and we will do the setup together with you.

Try it free for 14 days

Reply to the mail or give us a call. We get back to you within one working day, send you a demo key and help you set it up.

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