

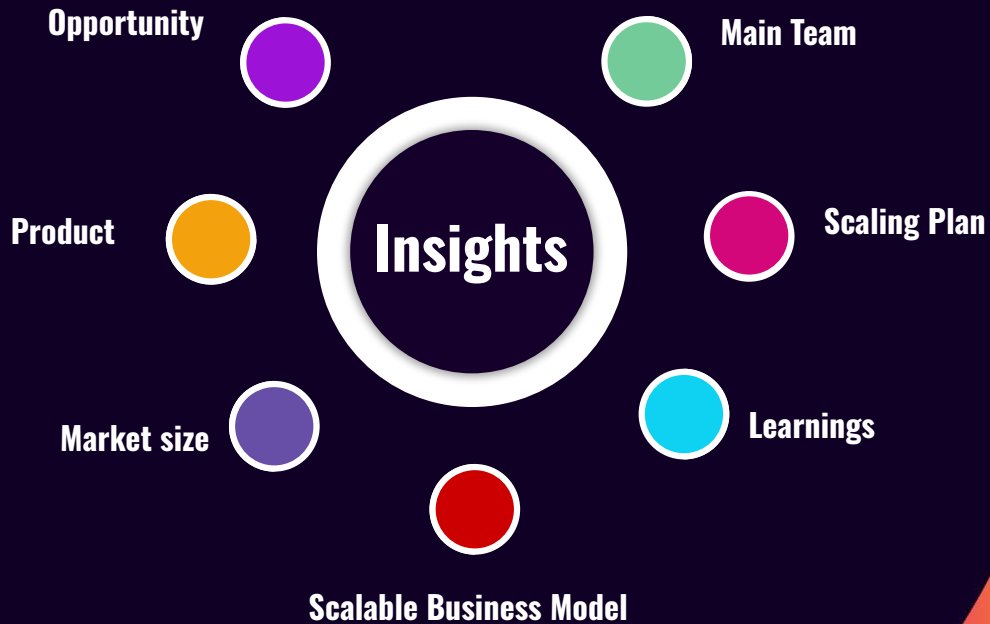


**LAND VEGAS<sup>®</sup>**

**GAMING METAVERSE**

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# LAND VEGAS®



## Opportunity

**Land Based Casinos** have been losing their clients due to the advanced age of their recurring players.

The mission to conquer the new generations seems to be lost and each time the rooms are emptier.

*New clients, mainly **Millennials and Centennials** (mostly people born since 1980) have a preference for more digital and online activities, due to the **immediacy, variety of offer and anonymity** mainly.*

The **Millennials and Centennials on 2025 will have 47% of the worlds money.**

They spend their money on experiences and playing online. favorite games are **Poker, Sports Betting, Slots, Live Casino** and also **video games**.

The **Millennials and Centennials** want to live experiences like **rolling the dice, take the roulette chips** or visit a **Sportsbook** full of screens with different sports, but in a **online** way.

**What would happen if we built spaces for Games and Gambling in Virtual Reality?**



**Land Vegas is the first entertainment platform with games and bets in 100% immersive Virtual Reality.**

**Casinos, Discos, Nightclubs** and the best virtual reality parties are lived together with your friends in Land Vegas. It's the place where **you can be what you want and do what you want to do**, with who you want. Fantasies come true in the most entertaining and **Realistic Environments and Avatars.**

Arcade Game Rooms, Cinemas, Interactive Museums, Aquariums, Tours, Amusement Parks, Circuses, Gyms, Stadiums And much more you will find in Land Vegas, but the most surprising thing will be the way to enjoy sports in the **Virtual Reality Sportsbooks**, where You will have access to data and statistics never seen before.



**Esports** will be completely different within Land Vegas, the beginning of a new way of enjoying them.



## Size of the market

**Online Gambling:** The global market size is projected to reach \$153.57 billion by 2030, registering a CAGR of 11.7% from 2023 to 2030.

**Virtual Reality:** About 171 million people use virtual reality worldwide

In 2022, 37.7 million people had a VR headset in the United States. Experts believe that the demand will continue to increase due to the increase in adoption rates. Analysts expect that the demand for virtual reality devices grows 16 times in 2023.

**Video Games:** About 3 billion people around the world play video games. 52% are between 18 and 44 years old.

Today there is 2 billion millennials and 2.4 billion centennials, so they represent the 27 and 32% of the world population respectively. 4,400 Million potential customers.



In Land Vegas **the protagonists are women**, That is why our model is based on a Club that allows you to have a **pleasant and safe** place at all times, focused mainly on female tastes, creating a **VIP CLUB** for the first time in the world where they have the power.



**Subscription:** To belong to the Club and be able to play in Land Vegas, a monthly subscription must be paid, but they must also apply and prove that the person is in conditions to be part of the club.

**Gaming and Events:** The income from these concepts will be mainly from using the sectors of Discos, Cinemas, Arcade Games, and other activities that will be developed to entertain the players.

**Betting:** The offer of Casinos, Sportsbooks, Bingos and Lotteries will be the main part of the entertainment, just like in real life, players will be able to bet real money and get millionaire prizes.

**Purchases in game:** The sale of virtual products is an important part of the life of the players, in order to be different, just like in real life, they will be able to access clothing, jewelry, vehicles, among many other things from prestigious luxury brands.



Our developments of our **Player Account Manager Platform** and allow us to have **+4,000 slot games** from various providers, **Live Casino, Sports Betting** available and **+25 payment methods**, all this connected our development of **Virtual Reality** has allowed us to **patent in united states a unique technology in the world**, which has led us to be highlighted in multiple international press sites and to obtain prizes for innovation in the betting industry in countries such as Brazil and the Bahamas.

We have also been able to establish alliances with several companies that want to be part of Land Vegas from the beginning and thus take advantage of learning more about the metaverse and the opportunities of this new way of living the internet.



2023  
**CGS**  
*Awards*

DAVID FICA JAQUE  
VISIONARY EXECUTIVE  
OF THE YEAR RECOGNITION



PRÊMIO DE  
INOVAÇÃO

2023  
**CGS**  
*Awards*

INNOVATION IN THE  
INDUSTRY  
RECOGNITION

To reach our users, we link to **High-Value Brands** and activities in real life, so you have it in Land Vegas, too.

**Expensive Sports**, Exclusive Clubs, Airport VIP Lounges, VIP business centers, VIP Parties, Experiences: Vacations (Cruises, Trips, Tours) - Restaurants - Concerts - Records.

Relationship with **luxury brands**, we will seek to sell the same products in the physical world, for this we will create a revenue share model with the brands and through them we will reach their customers.

**Credit cards** are also an important part of our relationship with the client, since we only accept payments with credit cards, due to the bank follow-up that we will do to each client, to see their financial capacity and certify that the money they use in our platform comes is completely legal.







**David Fica Jaque**   
**Founder & CEO Land Vegas**

More than 20 years in the Gaming and Betting industry, he has developed in multiple Operational, Executive, Managerial and Executive positions, which has allowed him to obtain a rare competitive advantage in the market.

International speaker, constantly invited to the most recognized events in the gaming and betting industry, mainly for the Latin American market.



**Patricio Broerse**   
**Co-Founder & PAM Director**

More than 20 years in the Gaming and iGaming industry, he has developed into senior Executive, Managerial and Executive positions. In Latin America, he is noted for his knowledge and experience. CEO of Mixer Gaming and Tech, a company specialized in **Omnichannel Software for casinos**, technologies that are being applied in Land Vegas.



**Rodrigo González**   
**Co-Founder & Virtual Reality  
Director**

Architect, founder and CEO of Metaverso Ltda (2015), a Chilean technology-based Startup made up of a multidisciplinary team focused on promoting digital transformation in the Mining and Construction Industry.

Creator of the world's first Mining metaverse. Minverso is a framework that supports the virtual relationship of the mining ecosystem. Through technologies such as: BIM, IOT, cloud points, among others.



**Stephen Crystal**   
**Founder & CEO SCCG Management  
Partner Land Vegas**

Stephen A. Crystal, is a seasoned expert in the global gaming industry. With over 30 years of experience, he represents, advises and invests in gaming clients around the world, specializing in casinos, sports betting and iGaming..

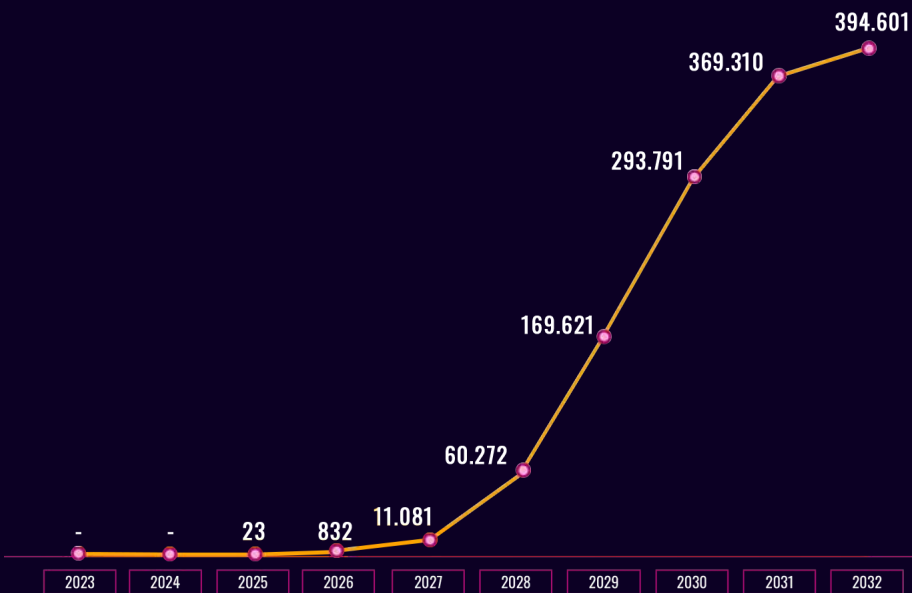
# TESTIMONIALS

**LAND VEGAS**  
CASINO METAVERSE



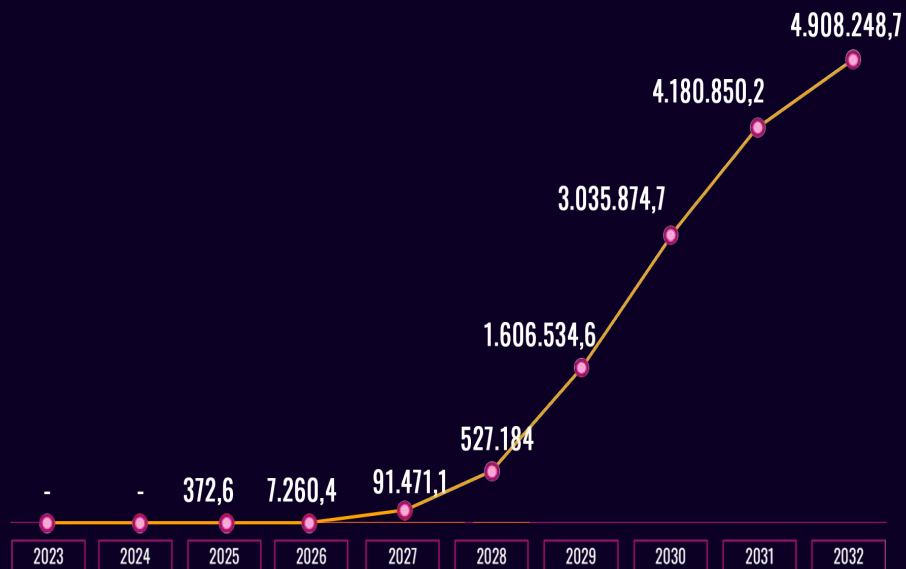
# ACTIVE USERS AVERAGES

2023-2032



# NET REVENUES (US\$ THOUSANDS)

2023-2032





**GAMING METAVERSE**

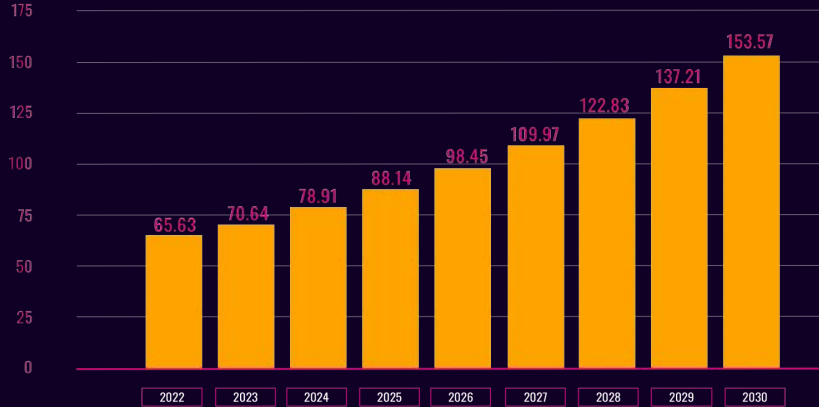
If you want to participate in Land Vegas, contact us at [DavidFica@LandVegas.com](mailto:DavidFica@LandVegas.com), Thank you so much.

## Promotional video



## Online Gambling

Online gambling market size between  
2022 and 2030  
(in  
thousands of dollars)



Market size in billions of USD



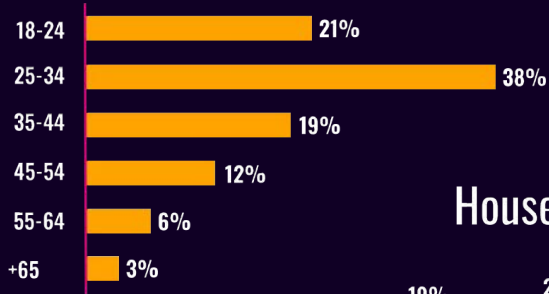
## Virtual reality

About **171 million** people use virtual reality worldwide

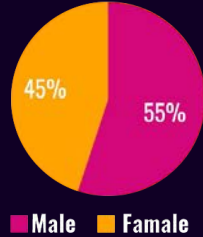
In **2022**, **37.7 million** people had a VR headset in the United States. Experts believe that the demand will continue to increase due to the increase in adoption rates. Analysts expect that **the demand for virtual reality devices grows 16 times in 2023.**

### VR User Profile

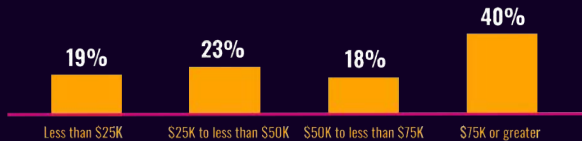
#### Age



#### Gender



#### Household Income



2019 Base = 3,162 U.S. online adults

ARtillery Intelligence, 2019

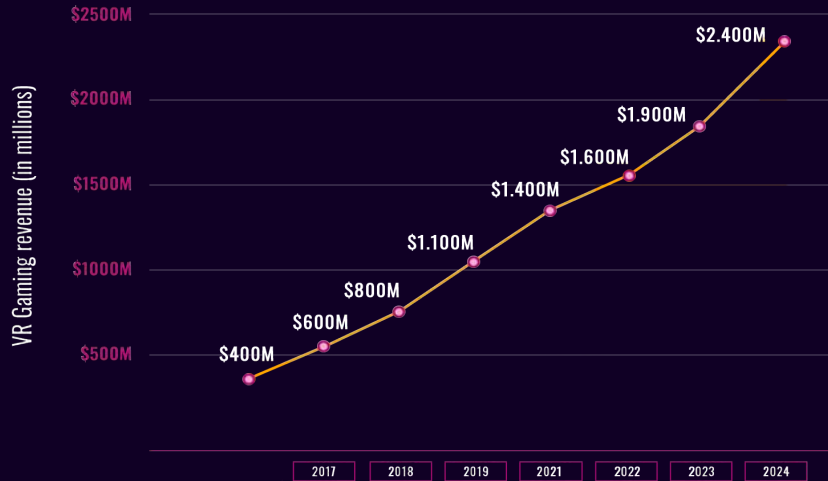




## Market size

The market size of the virtual reality industry is **7.720 million** of dollars and is expected to have a **CAGR of 19% from 2021 to 2027**.

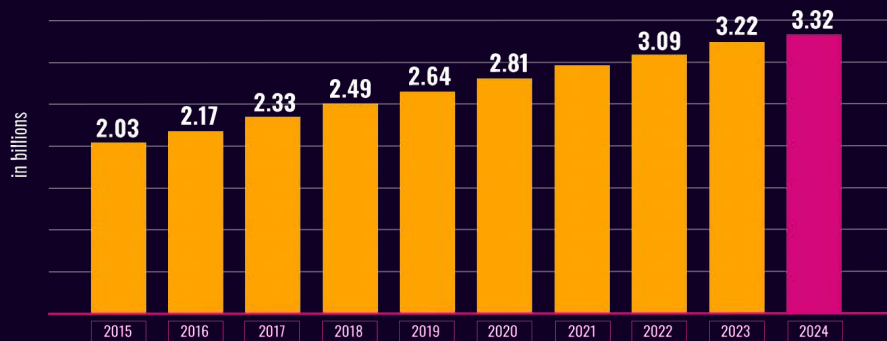
### VR Gaming Revenue Projections



# Video games (players)

- Statistics from the video game industry indicate that, in 2020, immersive gaming generated \$4.5 billion.

Number of video gamers in the world from 2015 to 2024



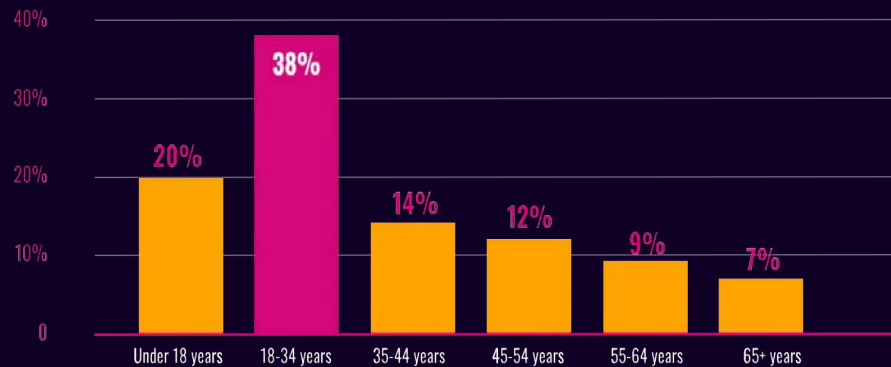
Source: Marketer



# Video games (players)

- About **3 billion people** around the world play video games. **52% are between 18 and 44 years old.**

Average Age of US Gamers



Source: Statista





**Meta (Facebook)** is a company that is dedicated to creating virtual reality, augmented reality and mixed reality experiences. Some of its products and projects are:

**Meta Quest Pro:** are VR glasses that offer superior image quality, eye tracking, a mixed reality camera and greater comfort. They are designed for professional use and collaboration in the metaverse

**Meta Quest 3:** are VR and mixed reality glasses that Meta officially announced on September 27, 2023. Meta Quest 3 is designed for entertainment and fun.

**Ray-Ban Stories:** They are smart glasses that connect with the phone and allow you to take photos, record videos, listen to music and make calls. They have an elegant design and sun protection

**Meta Horizon:** is a virtual reality social platform that allows you to create, explore and connect with other people in virtual worlds. It can be accessed from the Meta Quest glasses or from the computer



# Apple Vision Pro

The glasses **Apple Vision Pro** They are smart glasses that combine virtual reality, augmented reality and mixed reality. They allow you to see the real world with an interactive interface that adapts to your needs and preferences. You can use them to work, play, communicate and enjoy multimedia content in unlimited space

It will be priced at \$3,499 in the United States and will be available in early 2021.



## Purchases in game:

The sale of virtual products is an important part of the life of the players, in order to be different, just like in real life, they will be able to access clothing, jewelry, vehicles, among many other things from prestigious luxury brands.



GUCCI



*Cartier*

TIFFANY & CO.



## Participation in Betting fairs

We have exhibited our technology in more than 10 private events and the public has shown tremendous interest and we have been called the third vertical of betting after Land Based and Online casinos. As a result, we have obtained feedback that indicates that women are the most enthusiastic and fans of our product.

SBC | SUMMIT  
LATINOAMÉRICA

SAGSE  
Miami



CARIBBEAN  
GAMING SHOW



PGS LIMA  
2023  
FERIA LATINOAMERICANA DE JUEGOS



The media have also highlighted us a lot in recent months, some examples.

**soloazar** PRINCIPAL NOTICIAS & CONTENIDO - EVENTOS PODCAST

## Land Vegas da un gran paso hacia el mercado norteamericano con una asociación estratégica con la gerencia de SCCG

Jueves 20 de Julio 2023 / 12:00

Land Vegas

2 minutos de lectura

(Santiago)- Land Vegas, una plataforma de juegos pionera en el metaverso, se complace en anunciar una alianza estratégica clave con SCCG Management, una firma de asesoría de gestión de primer nivel con gran experiencia en iGaming, apuestas deportivas, deportes electrónicos y tecnología de casino. Esta asociación establece claras intenciones de Land Vegas de penetrar en el mercado norteamericano, comenzando por los Estados Unidos, con Los Vegas como núcleo de crecimiento.

SCCG MANAGEMENT

**YOGONET** CATEGORÍAS - REGIÓN - EVENTOS - PHOTOS VIDEOS MAGAZINES ADVERTISING

## Pragmatic Play expands its presence in LatAm via new multi-vertical content deal with operator Land Vegas

NEW OPERATOR

LAND VEGAS

PRAGMATIC PLAY

**YOGONET** LATINOAMÉRICA - EMPRESAS

## PRESENTÓ UN DESARROLLO DEMO

### Land Vegas inicia su camino hacia la certificación y regulación en una reunión con GLI

YOGONET

**DigitalGaming** Digital Gaming

## Land Vegas anuncia una nueva y emocionante alianza con Endorphina para expandir su oferta de juegos en el metaverso

May 4, 2023

LAND VEGAS METAVESSE

endorphina

**YOGONET** EMPRESAS

## Land Vegas y Vibra Gaming se unen para expandir el entretenimiento en el metaverso

LAND VEGAS METAVESSE

vibra GAMING

**YOGONET** CATEGORÍAS - REGIÓN - EVENTOS - PHOTOS VIDEOS MAGAZINES ADVERTISING

## Land Vegas potenciará la experiencia de juego en las apuestas deportivas a través de una alianza con DataFactory

LAND VEGAS METAVESSE

DATA FACTORY

**YOGONET** CATEGORÍAS - REGIÓN - EVENTOS - PHOTOS VIDEOS MAGAZINES ADVERTISING

## Land Vegas advances in its iGaming metaverse development with a new strategic alliance with Triple Cherry

LAND VEGAS METAVESSE

TRIPLE CHERRY



The awards have also been made present, highlighting those obtained in the Bahamas and Brazil.



DAVID FICA JAQUE  
VISIONARY EXECUTIVE  
OF THE YEAR RECOGNITION



INNOVATION IN THE  
INDUSTRY  
RECOGNITION



PRÊMIO DE  
INOVAÇÃO



## Responsible and Healthy Gaming

**Healthy Play:** Virtual reality technology we can create **activities and exercises** that allows us **take care of the players physically and mentally**, and provide you with health benefits such as:

**Mental health:** Decreases mental fatigue, by providing oxygenation to the brain and relaxation. Reduces symptoms of depression, stress and anxiety by regulating neurotransmitters and hormones associated with them. Helps sleep better and improve sleep quality.

**Physical Health:** Improves brain health and learning, produces chemicals that help feeling good. Reduces the chances of suffering from depression and decreases feelings of anxiety. Additionally, exercise can give you a real sense of accomplishment and pride in reaching goals, like mastering a new dance move or breaking a personal record for squats.

LAND VEGAS®



### Player Account Manager Platform

Land Vegas uses its own development software, 7 years old.

Manages and controls player accounts for online gambling and betting websites.

**Our player account management platform, created with our own code, has been validated in the market for 7 years and soon we will begin our certification process with GGL, being the first in the world to present a real money gaming platform in Virtual Reality 100% immersive.**

**Detailed information can be obtained at any time through our BackOffice.**

- Transaction reports
- Marketing campaigns
- Rewards club.
- Analysis of results
- Affiliates
- CRM
- Replay
- Heatmaps
- Among other actions.



## Player Account Manager Platform

We are currently integrated with:

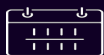
**+60 content providers**

**+4,500 slot games,**

live casino, lotteries, horse racing and **sportsbooks** that provide:



**+85.000**  
Live events  
monthly



**+75.000**  
previous events  
monthly



**+450**  
Type of  
bets



**+125**  
Sports &  
Esports



## Player Account Manager Platform

Our Software is also connected to the payment gateways that allow us to offer **+25 payment methods**.

Prepared for:

- Account creation.
- Deposits.
- Withdrawal management.
- Player tracking and transaction reporting.
- Compliance with current regulations.

LAND VEGAS®



## Virtual Reality

Development since 2015 through the company Metaverso Chile and Minverso, pioneers in virtual reality technology, currently providing services for mining, education, working with partners and clients from the US, Colombia, Mexico, Peru, Chile , and others.

All this has led us to be highlighted by multiple private institutions, the media, universities and multiple national and international public entities.



The media have also highlighted us a lot in recent months, some examples.



Partnership announcement with **Endorphina**.



Announcement of the first strategic alliance with **Pragmatic Play**.



Land Vegas' agreement with **SCCG** to enter the US market.



Meeting with **GLI** in Las Vegas

Learnings



## Rodrigo Guíñez Saavedra

### Legal Manager

28 years as a professional lawyer, 18 dedicated to the gaming industry. Extensive experience in legislative participation, money laundering prevention, responsible gaming, regulatory protocols for metaversal technology and data protection.



## Pablo González Guerra

### Virtual Reality CTO

Surveying Engineer with 15 years of experience in topography and 3D software. CO Founder of Metaverso Chile, a company dedicated to immersive experiences in VR. Co Founder of Minverso, the world's first mining metaverse.



## Main Team



**Kevin Corestein**  
**COO**

Has experience in previous startups, worked at Similarweb where he became an expert in data analysis and how to use data efficiently.



**Diego Mourglia**  
**PAM CTO**

Highly qualified and technologically experienced. Started at Salsa Technology as a Development Manager. Later CTO until 2020, where he launched a technology project.



**Hans Peters**  
**CBO**

14 years of experience in multiple operational, executive and managerial positions, in Chile and Panama, in the betting industry



## Leonardo Salinas

### Director of Communications

Content strategist and communicator, with over 20 years of experience in developing digital and live events projects, mostly in the gaming, esports, telecommunications, and sports industries.



## Enrique Sepulveda

### Finance

Is an experienced professional, with strong skills in M&A, corporate finance, strategy consulting and entrepreneurship.

Founder and CEO of Mywacc, fintech that provide affordable company valuation, projections and access to capital to small and medium companies and startups



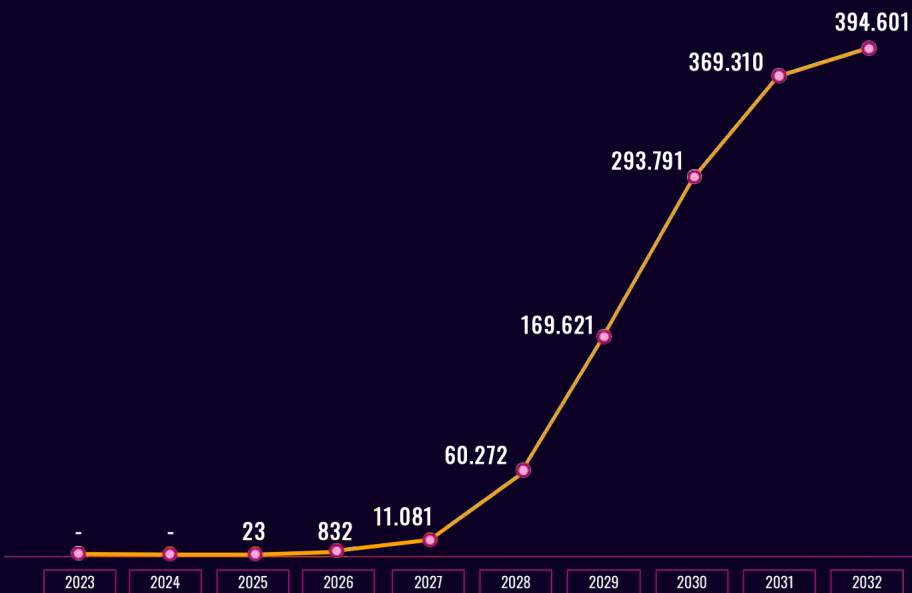
## Guillermo Sepulveda

### Gamification

Master in People Management in Organizations and Sociologist, with more than 10 years of experience in the area of creative technologies. Teacher of branches related to Gamification, Game Design, Sociology, Anthropology and Project Management. Senior Consultant of Gamified Experiences.

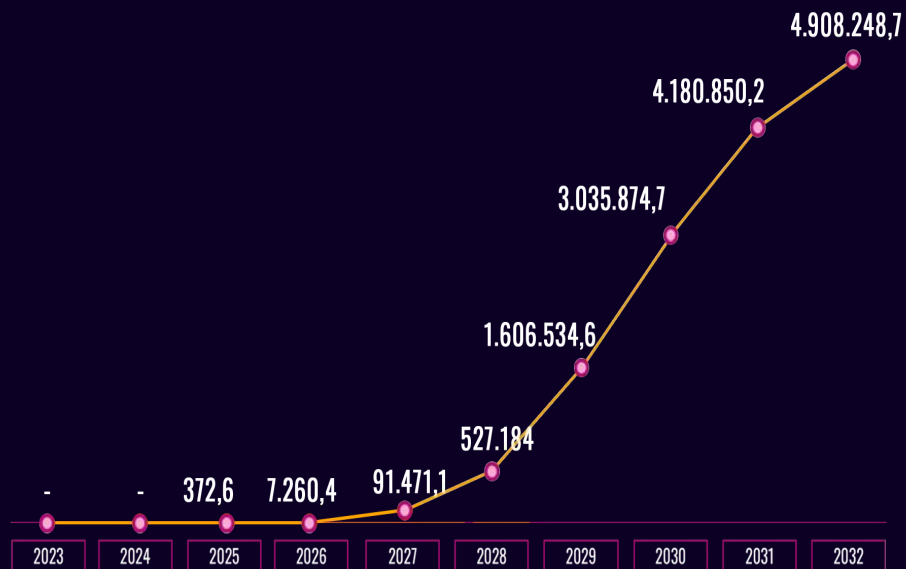
# ACTIVE USERS AVERAGES

2023-2032



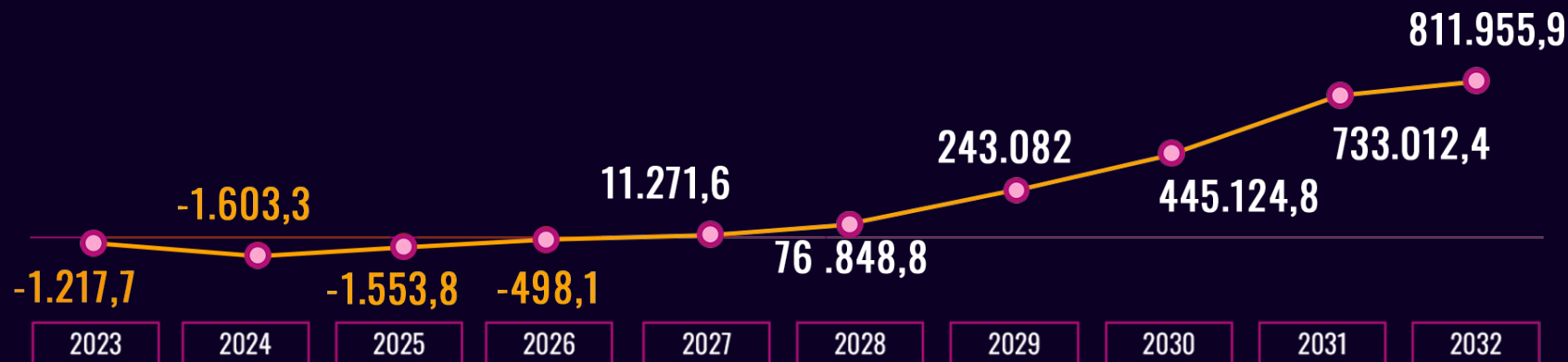
# NET REVENUES (US\$ THOUSANDS)

2023-2032



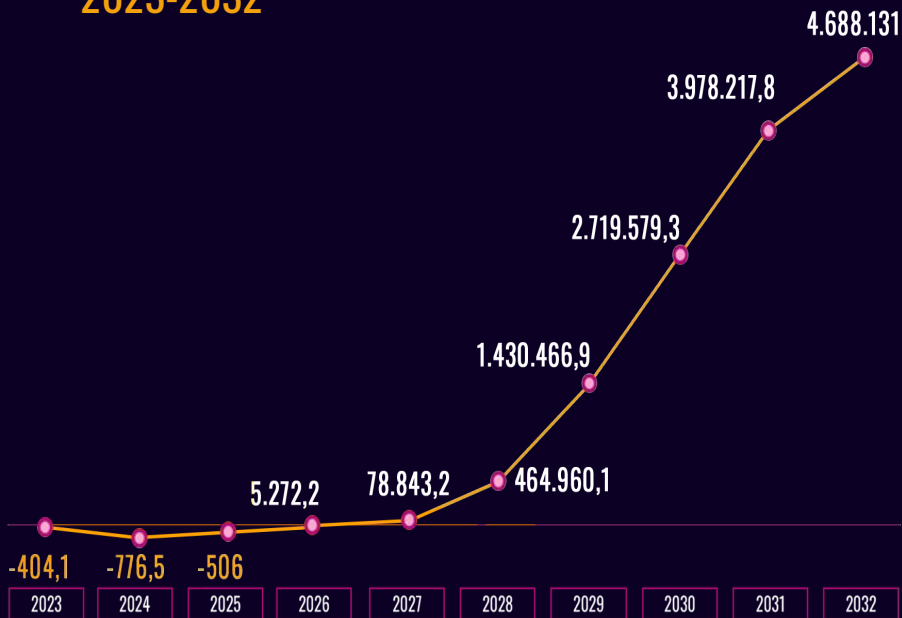
# NET INCOME (US\$ THOUSANDS)

2023-2032



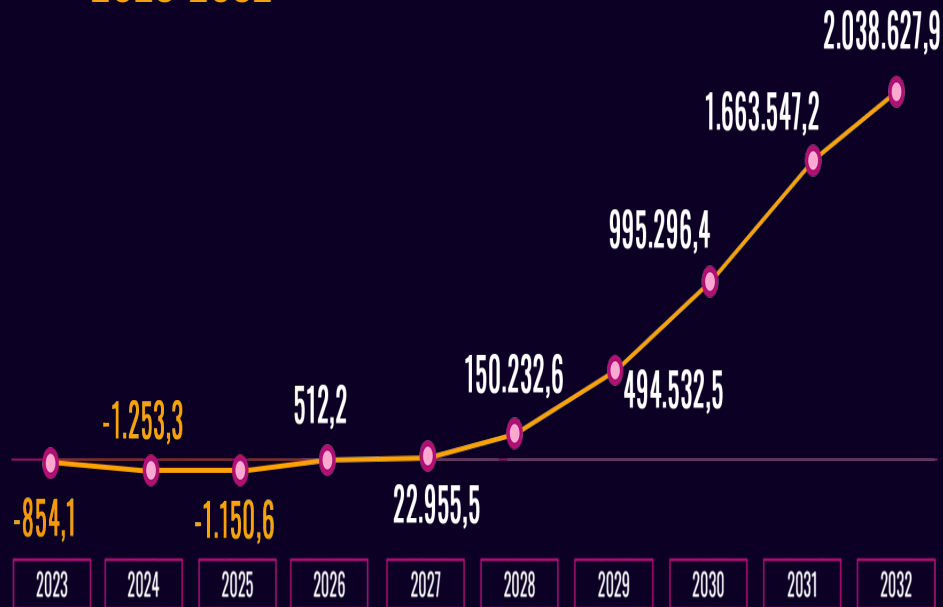
# GROSS PROFIT (US\$ THOUSANDS)

2023-2032



# EBITDA (US\$ THOUSANDS)

2023-2032





**GAMING METAVERSE**

If you want to participate in Land Vegas, contact us at [DavidFica@LandVegas.com](mailto:DavidFica@LandVegas.com), Thank you so much.