# BEAT SABER

### **Specifications**

- Footprint of just 36 square feet (3.34 square meters)
- Dynamic cable retraction and management system
- Always-charged controllers
- Integrated with Embed, Intercard, and all major private label card readers, credit card systems, and cash machines
- Easily refreshed with each new content purchase
- Redemption compatible
- 75-inch (190-centimeter) 4k screen displays for onlookers what the player is seeing in the headset, and is protected by quarterinch thick laminated safety glass
- VR-ready PC, with Intel Core i7 processor, solid-state drive, and Nvidia RTX graphics card
- HTC Vive Pro commercial-grade headset
- Holographic game title projectors
- Hi-fidelity 300w sound system
- Voltage: 110v or 220v

### **Dimensions:**

- 6 ft (1.83 m) wide
- 3 ft (0.91 m) deep
- 10 ft (3.05 m) high with holographic signs
- 8 ft (2.44 m) high without holographic signs

### Weight:

• 650 lbs (295 kg)



Among the best dedicated VR arcade games in the market today. Terrific cabinet design, great software, well-engineered to be attendant free. The excellent income reports we receive clearly illustrate that the cabinet and gameplay resonate with players of all ages. Beat Saber is a must have.

> -Prakash Vivekanand, Managing Director, Amusement Services International

> > VRSENAL

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(847) 439-9400

## A ONCE-IN-A-GENERATION VIDEO GAME



## *#1 VR GAME IN* **THE WORLD**

- PLUG & PLAY VR
- EARNS LIKE CRAZY
- SPECTACULAR CURB APPEAL
- AVERAGE \$1432 PER WEEK AND <7 MONTH ROI

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## **PLUG & PLAY VR**

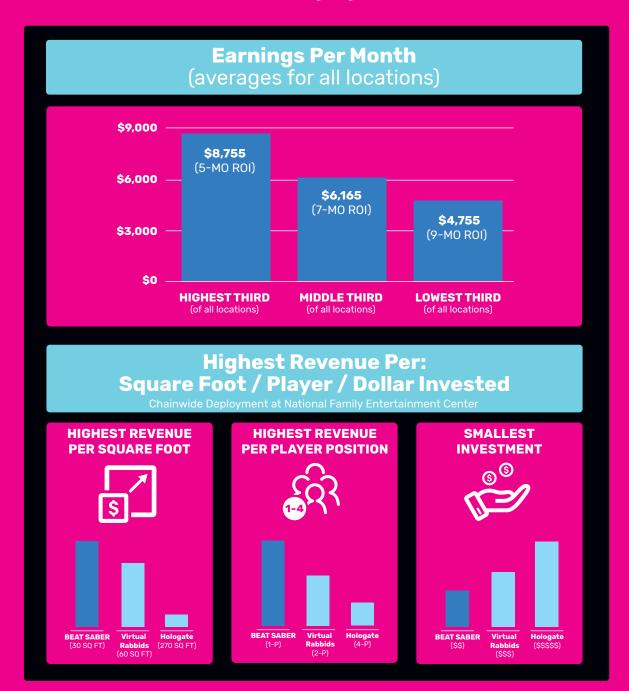
Fully Automated No Attendant Needed Zero Technical Knowledge Required Fast - Operational in Less than an Hour

## **SPECTACULAR CURB APPEAL**

World's #1 VR Game - Attracts New Customers Appeals to All Demographics Draws a Crowd - Fun to Watch and to Play High Replayability

## **EARNS LIKE CRAZY**

High Ticket Price - \$5 to \$7 Per Player High Throughput - 15 to 20 Plays Per Hour Fast ROI - Amazing Returns Pay Only Once - No Ongoing Royalties or Fees



## THE VERDICT IS IN!

We couldn't have asked for a more seamless installation of the Beat Saber cabinets provided by VRsenal. The plan was aggressive and was managed perfectly from the first to 43rd installation.

MAIN EVENT

-Steve Klohn, Chief Information Officer, Main Event Entertainment



Install is smooth, uptime is solid, and the support is exceptional. Among the top three revenue generators wherever it's located, the ROI for this unit is short.

> -Matthew Deith, Managing Director, Harry Levy Group



Main Event - Highlands Ranch, CO

Beat Saber has great curbside appeal. The game is fun, attractive, and easy to engage with. It checks all the boxes for people seeking a great VR experience.

GAMEWORKS

-Darren Des Roches, Chief Operating Officer, GameWorks

