



# VIRTUAL INTERACTIVE TECHNOLOGIES

Multi-Platform Video Game Developer and Publisher  
(OTC:VRVR)

**Investor Presentation**  
**Spring 2022**



# UNCOVERING THE GAMING MARKET'S HIDDEN GEMS

Our gaming business has a **\$136B** market opportunity across mobile, console, and PC. Even a small market penetration can yield meaningful results, enabling us to establish a strong position and achieve long-term success.



Mobile  
**\$72B**



Console  
**\$34B**



PC  
**\$30B**

Our Quest:

# BRINGING FUN AND ENGAGING GAMES TO YOUR SCREEN



Provide casual gamers with fun, engaging games on mobile and PC platforms



Create ever-increasing shareholder value via rapidly growing SaaS revenues and profits



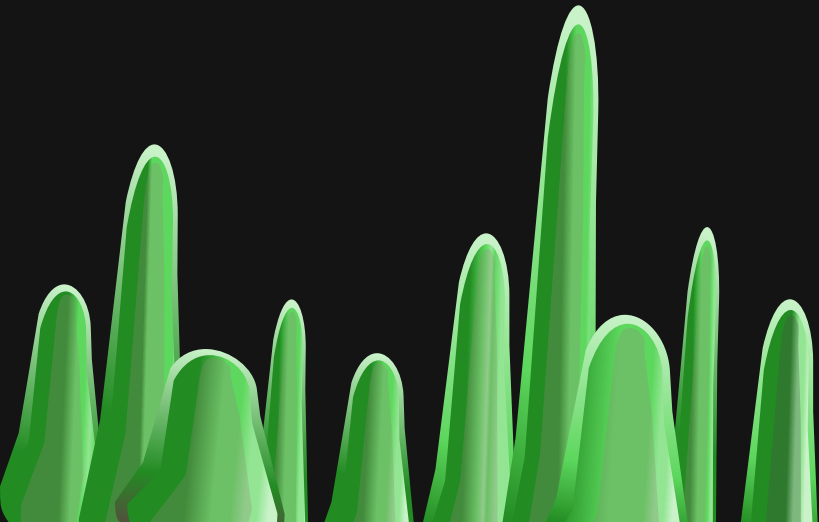
# ADVENTURE GOALS



Release at least two new games based on Dog the Bounty Hunter in 2022



Develop at least ten titles, including one super-successful game, within three years



# DOG THE BOUNTY HUNTER



Dog the Bounty Hunter is a popular reality TV show with millions of followers on social media. We aim to leverage this existing fan base to create engaging and addictive video game titles. By tapping into the show's popularity and loyal following, we are confident in our ability to produce successful and "sticky" games that will resonate with both existing and new audiences.

# OUR CURRENT AND FUTURE GAMES



Successful games, including "Catch & Release," still generating monthly revenues after 46 months



Plan to acquire and/or develop several new games designed around Dog the Bounty Hunter in 2022



# SALES AND MARKETING STRATEGY



Engaging gameplay and superb digital marketing are keys to success



Intense marketing for the most successful games, leveraging Dog's large fan base



Marketing via standard digital marketing techniques and Ethereum-based social tokens



# OUR TEAM



**Jason Garber, CEO and Director**

A Founder of and investor in Virtual Interactive with 20+ year history in producing video games



**Attila Camdeviren,  
VP Creative Development and Project Management**

Professional programmer and visual content artist, industry veteran, and Co-Founder / Managing Director of strategic partner Hammer Slammer Games GmbH based in Berlin, Germany

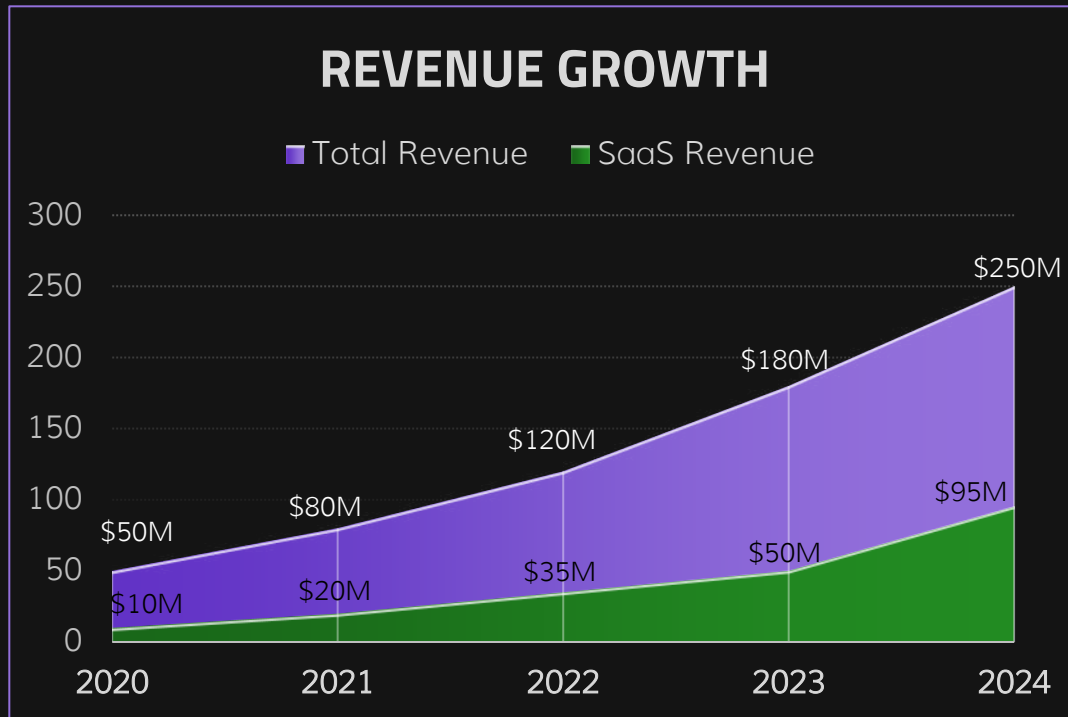


**Tony Chiodo**

**VP Business Development and Gaming Concepts**

30+ years of video gaming industry experience including at Microsoft (Xbox), Destineer Games, and WGU; award-winning product development and UX/UI professional

# OUR FINANCIALS



# OUR ORGANIZATIONAL CULTURE



# INVESTMENT HIGHLIGHTS

Large and growing global market

Portfolio approach to game development reduces risk

Experienced management team with successful track record

Leveraging Dog the Bounty Hunter's large fan base

Strong revenue growth and profits

# UNLOCKING THE POTENTIAL OF VIRTUAL REALITY GAMING



VRVR is a SaaS video game creator and publisher focused on the \$136 billion global casual gaming market



Portfolio approach to game development to reduce risk and maximize chances of creating a hit game



Experienced management team with a successful track record and leveraging Dog the Bounty Hunter's large fan base



Seeking \$10 million in funding for game development and marketing with an aim for an IPO within 5-7 years.



# THANK YOU!



**VIRTUAL INTERACTIVE  
TECHNOLOGIES**



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