

SPREE INTERACTIVE DELIVERS EXTREMELY HIGH THROUGHPUT VR SOLUTION FOR BIRTHDAY PARTY GUESTS AT AIRTIME TRAMPOLINE PARK NUREMBERG

Guests of Over 50 Birthday Parties Delighted by Kid-Friendly Multiplayer VR

Munich, Germany (September 24th, 2019) SPREE Interactive, the provider of free-roam VR experiences that are easy to operate, affordable, and offer the industry's highest user throughput, is pleased to deliver unprecedented results from the company's VR attraction during the grand reopening of Airtime Trampoline Park in Nuremberg, Germany on September 20th.

The reopening included the debut of a brand new VR-dedicated area in which the SPREE VR arena is the anchor attraction. SPREE Interactive's VR Arena allows up to 20 people at the same time to enjoy virtual reality experiences in an interactive and fun group setting, making it the highest throughput location-based VR system on the market.

For Airtime, like many location-based entertainment businesses around the world, birthday parties make up a huge percentage of revenue, In Airtime's case, birthdays account for 40% of their business, so having an attraction like SPREE Interactive which caters exactly this segment is highly relevant and profitable. Airtime now offers a VR birthday package,

"We are very happy to provide this brand new attraction from SPREE Interactive to our customers," noted Anne Busch, Marketing Lead at Airtime. "We were able to serve over 50 birthday parties in one day, with an average of over ten participants per group. SPREE is a highly profitable offering for us."

The Airtime reopening also saw the general release of "Extreme Anteater", the first VR game that was 100% produced in-house by SPREE Interactive. Extreme Anteater is an easy-to-play casual game can that everyone can dive into, which transports payers into a completely unique world for a couple of minutes of fun and social interaction. It is VR content tailored for the younger audience found at trampoline parks and with SPREE Interactive's high throughput attraction, this makes it also perfect for kids' birthday parties.

"This is a great milestone for us, as we are designing content that not only entertains and amazes players, but it is also well suited to create great business opportunities for our partners," noted Sarah Stief, VR Content Director at SPREE Interactive. "Kids and adults alike just fall in love with the Extreme Anteater game",

Following an extremely successful product showing at the recent IAAPA Europe Expo, SPREE Interactive plans to announce news of additional installations in collaboration with major operators. SPREE is currently attending the IATP International Trampoline Park Show in New Orleans and will exhibit at the IAAPA Orlando Show in November.

About SPREE Interactive:

SPREE Interactive, formerly known as Holodeck VR, is a pioneer and leader in delivering turn-key large-scale, multiplayer, free-roaming commercial VR attraction systems for the location-based entertainment industry. It is the only LBE VR massive-scale technology platform that is explicitly open to all third-party content developers. The company offers complete solutions that can be installed quickly and operated efficiently. SPREE is a one-stop-shop that makes it easy for owners and operators to offer innovative virtual reality attractions to their visitors. SPREE's distribution partners market the solutions to several location verticals like shopping malls, family entertainment centers, theme parks, casinos, sports centers, resorts, water parks, and cruise ships. SPREE Interactive recently received a substantial investment from media giant ProSiebenSat.1 for use in enabling the company to expand its platform and its network of locations.

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In-game pictures of Extreme Anteater, pictures from Airtime photoshoot, and other press materials can be found here:

https://www.dropbox.com/sh/elctj85z0vvbtx6/AAArZJLJqvk3jWSaY8MxJjvea?dl=0