



## Contact Person



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## Concept

25 high-end gaming stations, including 5 VIP stations

Console lounge (PlayStation) for casual and group play

Clearly segmented spaces (standard, VIP, console)

Weekly & monthly eSports tournaments

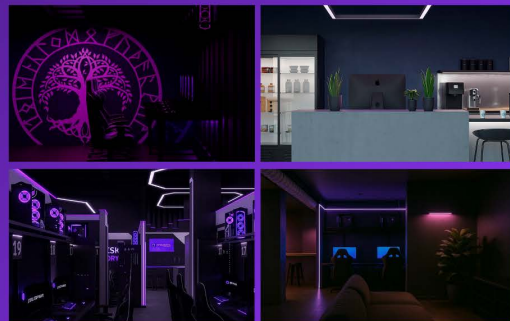
AI, IT, and digital skills workshops during off-peak hours

Brand-sponsored events

App-based booking & session management (reservations, extensions, memberships)

Designed for parallel usage across gaming, events, and workshops

Standardized layout and operating logic enabling future replication



## Roadmap



## Executive Overview



Eternity is a premium eSports and gaming hub in Vienna, built around a centrally located flagship club combining gaming, small-scale events, and digital skills workshops, with a scalable brand concept for future expansion.

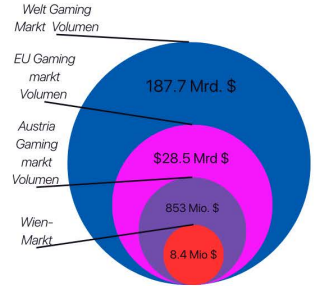
Nearly 2 million residents and 450,000+ students are served by only two active gaming clubs in Vienna.

Existing venues focus mainly on basic hourly play models.

There is a clear lack of central locations, app-based booking, premium segments, and structured educational offerings.



Eternity aims to address this gap through a premium positioning: high-end equipment, clearly segmented spaces (standard, VIP, console), and software-supported operations. The project is structured to achieve early cash-flow positivity at the single-location level, while being designed to allow replication in additional cities once the initial location is validated.

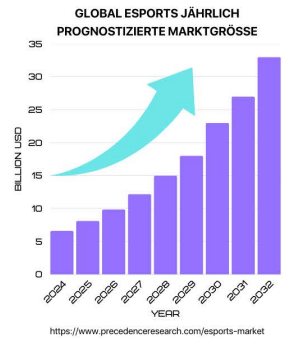


## Opportunity

- Rapid growth in global gaming (€187B+) and eSports (5–6% CAGR) markets
- Shift from isolated home gaming toward social, shared experiences
- Rising demand for digital skills, AI literacy, and tech-based learning

## Expansion

- Standardized playbook enables fast replication
- Second company-owned location within 12–18 months after launch
- Franchise pilot following proof of unit economics
- Centralized digital platform and brand ensure scalable operations



## Competitive Advantages

Education + gaming in one ecosystem

Premium design & VIP offering

App-driven booking, pricing & loyalty

Multiple monetization layers beyond hourly play

## Business Model

Revenue streams:

- 🕒 Gaming sessions (€5–6/hour)
- 🎟 Memberships & premium subscriptions
- 🍽 Food & beverages (~60% gross margin)
- 📖 Workshops, trainings & brand partnerships

## Financials

Projected full operating year:

Revenue: ~€497k

EBITDA: ~€240k

Net profit: ~€170k

Return on sales: ~34%

Payback period: ~1.7 years

**Raising 250.000 €**

## Strategic Partners

