



Zero Latency Bend FACT SHEET

Co-owners

Terry Walkey

Terry Walkey is a former project engineer for Draper, Inc., and has semi-retired in Bend in 2019. In the past, he worked as a lead special effects engineer for Walt Disney Studios, Warner Brothers Studios and Universal Studios.

Blake Miller

Blake Miller is from Indianapolis, IN, and currently still lives there. He has spent his career primarily in the manufacturing sector working for companies such as Pepsi and Sonigu, Inc. He holds degrees in Sports Management From Indiana State University and In Marine Systems from the International Yacht School in Newport, RI.

Address and Contact Information

Address:

1900 NE 3rd Street
Suite 104
Bend, Ore. 97701

Opening tentatively scheduled for December 2020.

Phone: (408) 840-1638

Email: contactus@zerolatencybend.com

Booking page: zerolatencyvr.com/bend/book-now (pre-booking not live until mid-late Nov)

Prices: \$45 per 30-minutes of gameplay; and \$26 per 15-minutes of gameplay

Ages: 13+ (ages 13 - 15 require accompaniment of an adult and permission form)

Hours: Location hours will be from:

Sun. - 12 p.m. - 8 p.m.

Tues. - 12 p.m. - 10 p.m.

Wed. - 12 p.m. - 10 p.m.

Thurs. - 12 p.m. - 10 p.m.

Fri. - 10 a.m. - 12 a.m.

Sat. - 10 a.m. - 12 a.m.

Location Details

The entire location will be 5,800 square feet. It will include:

- One 2,000 square-foot gaming arena.
- Two briefing and equipment fitting areas where teams get ready for play.



- An elevated overlook area where guests can watch those playing in the arena below.
- A bar that serves beer, wine, non-alcoholic beverages, and some snacks.
- A lounge area with tables, chairs, and a standing shuffleboard game.
- Large split-screen TVs displaying both the players playing and the virtual world the players are actually seeing through their goggles.
- Access through Wagner Mall entrance by Albertsons on NE 3rd Ave.

Zero Latency Bend and Zero Latency VR

Zero Latency Bend is the newest, independently-owned location of the Australian company Zero Latency VR. Zero Latency VR opened the world's first free-roam VR entertainment venue in 2015 and has grown into the largest free-roam virtual reality entertainment network on the planet today, making it accessible to millions worldwide. Zero Latency VR has also just signed with Ubisoft for third-party game offerings starting in 2021, with the first game being FarCry.

Zero Latency VR now has 45 venues in 22 countries and counting.

Virtual Gaming Experience in Bend

Zero Latency Bend will open with two social distancing games, both featuring zombies: Zombie Survival and Undead Arena.

- Players: 1–6 (up to 8 players after social distancing has been lifted)
- Age: 13+
 - Players must be at least 16 years old to play on their own with a parent's permission.
 - Children ages 13 through 15 can play with a parent's permission and must be accompanied by an adult.
- Style: Cooperative Shooter

[Zombie Survival](#): The intense and immersive VR experience for those wanting to test their zombie apocalypse survival skills. You'll need to work with your team to fend off swarms of ruthless zombies, rebuild defensive barriers and just hope you can survive long enough for help to arrive.

[Undead Arena](#): Look everyone, I'm on TV! The apocalypse has been and gone. Things are back to normal. Survivors band together, we all live in fortified cities, and zombies are everywhere. There's that reality TV show everybody watches where you can get rich and become a star, or die a horrible death and become an actual zombie. All televised, live, for the world to see.

Players will have the option to book the games as single 15-minute sessions, 30-minute sessions, or back to back 15-minute sessions as a 30-minute session. Players can also



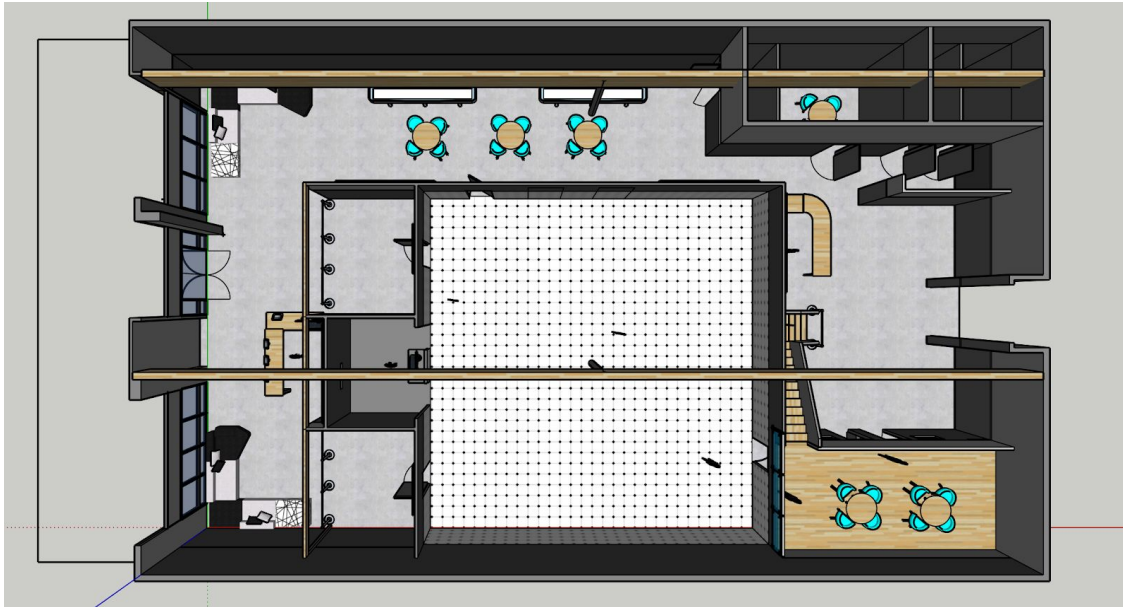
run back-to-back 30-minute sessions as a 60-minute session. Games may be booked online at: zerolatecyvr.com/bend/book-now, pre-booking beginning late November 2020, for a winter opening.

COVID-19 Precautions and Safety

Zero Latency Bend will begin with only two game options because each can be programmed to keep players six feet apart and allow the company to follow pandemic guidelines to keep everyone safe. All equipment will be wiped clean with a hospital-grade disinfectant after each customer use. Equipment will also be sanitized using medical-grade UVC lights, the same process used to sterilize hospital OR equipment. The air conditioning equipment will be equipped with HEPA air filters covering both briefing areas as well as the front lobby, scrubbing the air throughout the facility. The arena is also left as open air to ensure better facility ventilation.

Architectural Renderings









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