

A futuristic, sci-fi environment with three people wearing VR headsets. The scene is dimly lit with blue and orange tones. The person in the center is a woman with braids, wearing a grey t-shirt and jeans. The person on the left is a man with a beard, wearing a white t-shirt. The person on the right is a man wearing a red t-shirt. They are all looking towards the right. The background features complex machinery and glowing blue lines.

ZERO LATENCY

— PERTH —

Encouraging students to explore and engage
in the next generation of virtual reality
technology

EDUCATIONAL BENEFITS



Take your students beyond the classroom with the most engaging and immersive virtual reality experience on the planet!

Benefits to schools include:

- Spark students curiosity into the evolving world of digital and interactive media
- Experience free-roam VR gaming that isn't possible in a home setting
- Visit the global leader in free-roam VR
- Gain insight into how a VR business operates and the tech that makes it all possible
- A great option for student rewards or as an educational visit
- A unique experience that won't be forgotten

Subject specific worksheets can be designed to target curriculum designated outcomes. Enquire when booking.

GET BEHIND THE SCENES

To begin, our experienced Game Masters will welcome the group and provide a 20 minute in-depth talk about the world of VR and Zero Latency. Students can receive worksheets to follow along with and be given the chance to ask questions. Students will then take turns to play our VR experiences, and those waiting will be given a tour to see the live Game Master desk and watch while their classmates play.



EXPERIENCES

At Zero Latency Perth we offer three main VR experiences:



Zero Latency Arena - Australian founded

Our sqm arena can have up to 8 players at a time. Sessions include a game and safety presentation, instructions on how to get the VR equipment on, 15-30 minutes of game time (depending on your package) and a post-game chat to check scores. The ultimate experience in free-roam VR gaming!

Arvi VR Escape Rooms - Ukraine founded

Like a traditional escape room, but in virtual reality. Our VR Escape Rooms can hold up to 6 players at a time. There are a number of choices with each one having puzzles requiring team work to solve to move on and finish. (50 mins) Wheelchair accessible experience.



VR Booths - Multiple origins

Players hop into their own VR booth. Then choose from a multitude of VR games in our library. There are educational experiences, puzzle games, shooting games, horror games and fun games for students to try. Wheelchair accessible experience.

PRICING

Experience	Session Options	Usual Price	Student Price
Zero Latency Arena	15min game (+ 15min briefing) Mon-Fri <i>(Suitable for large groups)</i>	\$39pp	Under 50 students \$30pp 50+ students \$25pp
	30min game (+ 15min briefing) Mon-Fri <i>(Recommended session length)</i>	\$59pp	Under 50 students \$40pp 50+ students \$35pp
	30min game (+ 15min briefing) Sat-Sun	\$59pp	\$59pp
Arvi VR Escape Room	Up to 50 minutes Mon - Fri	\$49pp	Under 50 students \$22pp 50+ students \$18pp
	Up to 50 minutes Sat - Sun	\$49pp	\$39pp

INCLUSIONS

- Games are booked privately and no members of the public can join student games.
- Dedicated Game Masters to host your sessions.
- All school bookings also include a 20 minute presentation and tour.

TERMS & CONDITIONS

- Our experiences are best suited for ages 12+.
- Bookings must be paid 1 week prior to your visit.
- Minimum group booking size is 8 students (to receive discounted rates). Groups smaller than 8 may book but will be subject to standard pricing.
- Date changes can be made with a minimum 3 days notice.
- Up to 3 students can be refunded if unable to attend on the day. Additional students will not be refunded and our minimum of 8 students must be paid for.
- For bookings on days we are ordinarily closed, a minimum spend of \$500 is required (please see trading hours on page 8).
- Students under 18 will be provided with a waiver to complete on the day (or be brought in completed), which can be signed by a parent or teacher.
- Students are required to have their mobile phones on flight mode for the majority of their time onsite as larger groups can interfere with the signal in our gameplay spaces.
- Groups are welcome to bring their own food or we can offer food and beverage options from our kitchen, please contact us for the menu or check on the website (minimum \$150 order). Drinks and snacks (chips, lollies) can be purchased onsite without prior notice.

WHO CAN & CAN'T PLAY?

- Players under the influence of alcohol or drugs will not be allowed to play.
- For the Zero Latency Arena, ordinarily you will need to be able to walk around unassisted for an hour with full use of both hands. People with vision in one eye are able to play.
- Special arrangements can be made for persons in wheelchairs for the Arena experience (prior notice required)
- Both escape rooms and booths allow for an accessible experience, but players will need the use of at least one hand.
- For safety reasons anyone with the following impairment/medical conditions are not able to play:
 - Epilepsy and similar seizure disorders
 - Deaf or severe hearing loss
 - Broken leg or arm
- Our experiences are not recommended for anyone with the following impairment/medical conditions:
 - Heart condition
 - Pregnant; we don't recommend women in their second or third trimester playing due to their centre of balance changing dramatically. It is a risk to your safety. Please call for any clarification.

TRADING HOURS & CONTACT

Mon	CLOSED*
Tue	4pm - 8pm
Wed	4pm - 8pm*
Thurs	4pm - 8pm
Fri	4pm - 10pm
Sat	11am - 10pm
Sun	12am - 6pm

** A minimum \$500 spend is required to open outside of these hours
Please note trading hours are subject to change*

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