

SAU

VRIDER: Exceed Your Limits

"From the ashes of hardship as a refugee, a vision emerged to redefine fitness, cultivate mental resilience, and make exceeding limits a reality for everyone."

- In 2023, France's economic toll from **Stress, Anxiety, Depression and Isolation** soared to **€163 billion**, up 50% since 2012.

Orangetheory®

- Despite **€7 billion** spent on fitness subscriptions annually, half are abandoned due to **Boredom, Loneliness and lack of motivation**.

Fondamental.org

The world of fitness faces a disconnect: a lack of personalization, community, and motivation.
SAU is here to bridge that gap, transforming solitary struggles into shared victories.

SAU - VRIDER

A platform that Merges Sports and Technology within a virtual universe, providing tools that empower individuals to exceed their limits and **BUILD MENTAL TOUGHNESS.**

By offering a VR cycling experience:

- Immersive VR
- Personalized fitness
- Supportive community
- Tokenization rewards & ownership.

EVERY WORKOUT IS A **STORY**, EVERY CHALLENGE A **SHARED MISSION**

1 Sign Up & Profile Creation

- Users join SAU VRIDER, prompted to reflect on their goals with, "Why are you here?"

2 Set Your Challenge

- Users are guided to set a personalized challenge, focused on psychological, behavioral, or emotional changes. Options include overcoming crises, changing habits, conquering fears, or breaking through personal barriers.

3 Community Support & Play Mode

- Users decide if they want to tackle the challenge solo or join/create a team for added support and camaraderie.
- Team challenges can range from shared goals (e.g., quitting smoking) to diverse personal goals united by mutual support

4 Engage in Virtual Challenges

- Participate in virtual cycling challenges that align with set goals.

5 Track Progress and Earn Rewards

- Progress is tracked and rewarded with virtual tokens, visible on leaderboards.

Virtual Reality Technology

- **Inclusivity and Accessibility:** VR technology can improve the lives of the 17% of the French population with disabilities, overcoming physical and social barriers for better social integration
- **Cognitive Function Improvement.**
- **Neuroplasticity and Motor Performance.**
- **Cardiovascular Response and Stress Management.**
- **Activation and Rehabilitation of the Motor System.**

Blockchain Technology

- **Decentralized VR sports tournaments powered by blockchain technology.**
- **Smart contracts for fair play, scoring, and prize distribution.**
- **Global inclusivity and fraud prevention in VR sports.**
- **Introduction of tokenized rewards in VR fitness.**



TECHNOLOGY WE USE

USP: PIONEERING WEB3 IN FITNESS

Our goal is to combat the **isolation caused by solo sports apps** and to foster community engagement in society.

Unlike gyms or standalone apps, SAU understands personal goals and motivations, offering a space where challenges are shared, and achievements are celebrated together.

Our platform transcends traditional fitness approaches by creating a supportive community where every user's journey is recognized and championed.

While Zwift, Peloton, and VZFit focus on B2C fitness experiences, **SAU VRider uniquely targets B2B & B2C with VR experiences.**

INDIRECT COMPETITORS



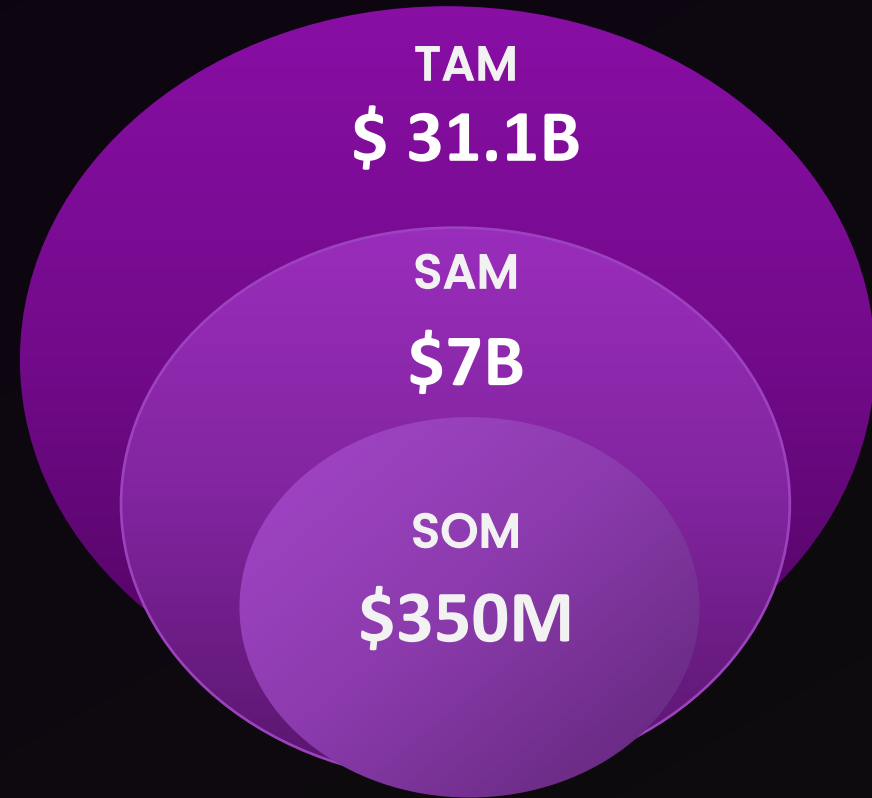
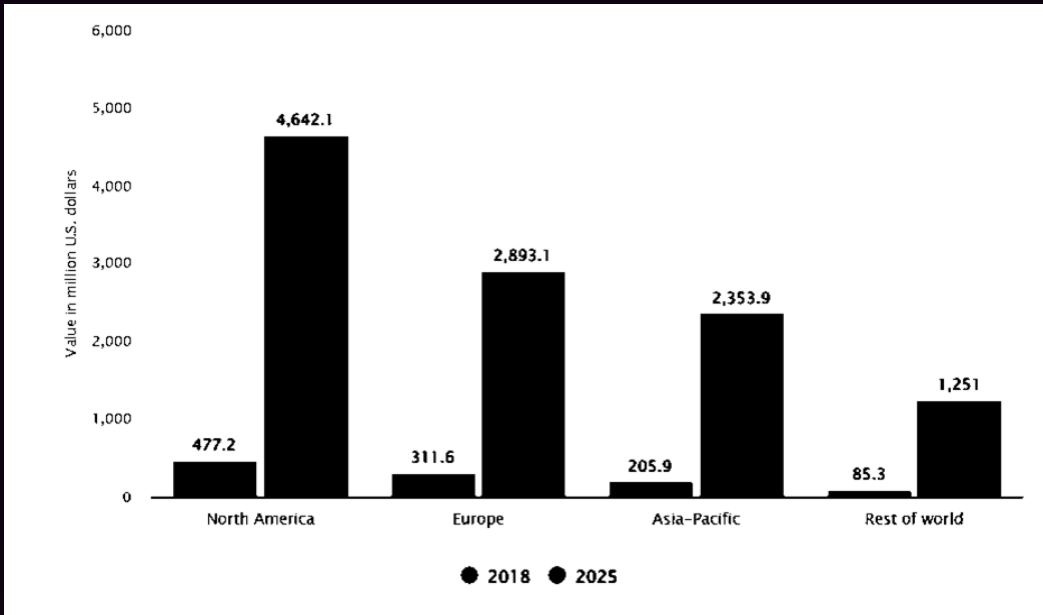
SAU Is The First French Company In The Industry.

| Feature | SAU | Zwift | Peloton | VZfit |
|---------------------------------------|-----|-------|---------|-------|
| BUILD MENTAL TOUGHNESS PROGRAM | Yes | No | No | No |
| Immersive VR Experience | Yes | No | No | Yes |
| Gym vs. Gym Competitions | Yes | No | No | No |
| Revenue Sharing Options | Yes | No | No | No |
| Blockchain Integration | Yes | No | No | No |
| Ads wall street VR | Yes | No | No | No |

MARKET SIZE

Augmented reality (AR) and virtual reality (VR) are emerging technologies in the healthcare industry, with applications ranging from physician training to patient treatment.

In 2018, the North American AR and VR healthcare market was valued at \$477 million. By 2025, it is expected to surge dramatically to \$4.64 billion.



Revenue Streams

Short-term Revenue Streams

B2B

ANNUAL SUBSCRIPTIONS

- HEADSET PACKAGE
- SERVICES

Installation, training, and maintenance.

- Fitness Clubs and Gyms
- Sports Training Centers
- Rehabilitation Centers

B2C

MONTHLY & ANNUAL SUBSCRIPTIONS

Ecological and social revitalization through VR

80% of gym cycles sit unused, causing in lost revenue.



Long-term Revenue Streams

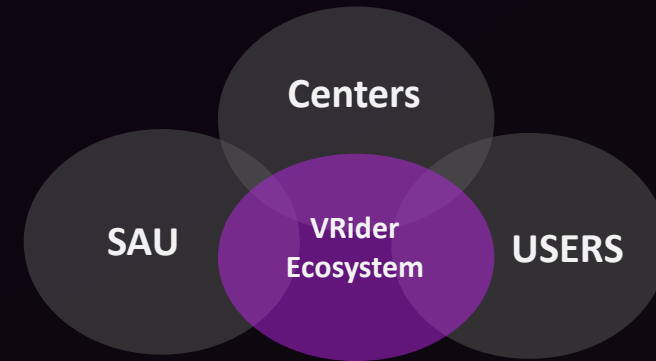
B2C2B

ESPORTS ECONOMY – LIVE STREAMING

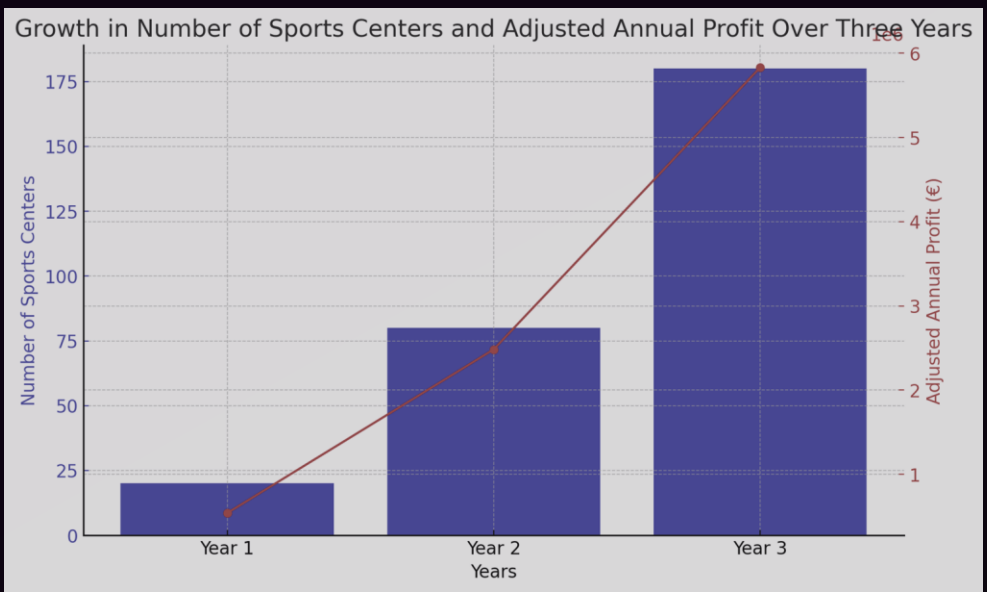
- Ticket Sales, Sponsorships and Advertisements.
- Integration of "tipping" where viewers can directly reward players with cryptocurrency or in-game tokens.

GAMING ECONOMY – BLOCKCHAIN

- Revenue from selling premium experiences, create teams feature, personalization of avatars and equipment.
- Transaction fees from peer-to-peer trades or sales of in-game NFTs.



FINANCIAL PROJECTION



- The purple bars represent the number of sports placements each year, showing a significant increase from the first to the third year.
- The marked red line indicates the adjusted annual profit in euros, which also shows a significant upward trend over the three years.





By establishing our base in France, we aim to expand across Europe. With the global nature of Web3, our target market is set for worldwide reach.

WHERE WILL WE BE IN A YEAR?

MILESTONES:

20 fitness clubs in Europe and 10,000 users over the world in the first year post-MVP launch.

FOUNDER-CEO

Balkis ALNAHHAS

- Project Management
- Architectural Engineering
- VR Conception and Storytelling
- Innovation in 3D Parametric Design
- Strategic Public Relations and Community Engagement



CTO

Volkan DAKKOURI

- Proficient in VR technology and game development, ensuring top-tier technical execution
- Cybersecurity measures and data protection laws.
- UX/UI design.
- Fitness and wellness industry trends and technologies.



Marketing Manager

Moaz TONJI

- Expert in digital marketing and data analysis for strategy.
- Management of advertising campaigns and partnerships.
- Engaging content and social media management.



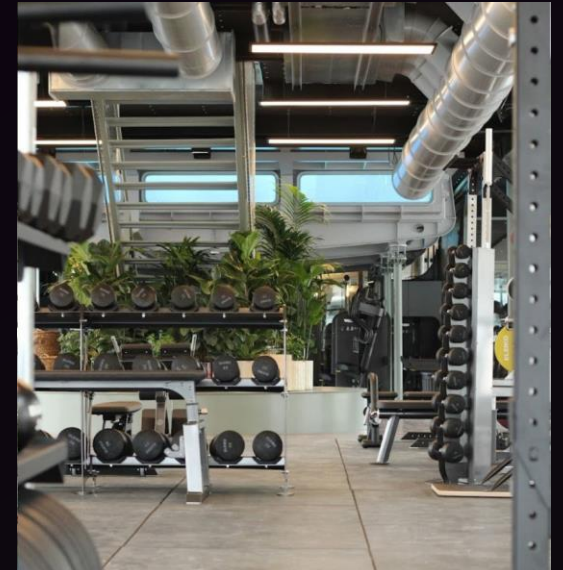
THE BEST PART?

We've already signed a partnership with our **FIRST FITNESS CLUB** to test our MVP.

ANNETTE K.

We were recently incubated in 'Paris & Co,' the premier startup incubator in the world dedicated to sports.

PARIS&CO



- Basic MVP Development
- Collecting materials
- Secure grant **Bpifrance**
- Market Analysis & Strategic Partnerships in the Sports industry.

- Fundraising campaign - first round
- ICO (Initial Coin Offering)
- **MVP 1 (Private Beta)**- Local multiplayer, game design, enhancement, creation of 4 additional maps.

- B2B Expansion
- B2C Strategy Development
- Platform Scalability






- R&D
- B2B Outreach
- Registration

ANNETTE K. ✓
PARIS&CO ✓

- **MVP 0 (Alpha)**- Creation of the first VRider map, 3D modeling, VR integration, Gameplay programming.
- Product Refinement & User Testing
- Marketing & Web3 Community Building.

- First Token Airdrop
- Per-sell NFT membership
- **MVP 2 (Public Beta)**- Online multiplayer, bot mode, creation, Performance, enhancements, blockchain elements integration.

 saumetaverse.io [sau.metaverse](https://www.instagram.com/sau.metaverse) [sau metaverse](https://www.linkedin.com/company/sau-metaverse)

**TO DEMOCRATIZE FITNESS AND MENTAL RESILIENCE, MAKING SAU
ACCESSIBLE WORLDWIDE.**

SAU is about leaving a lasting impact, supporting individuals to rewrite their narratives and achieve their fullest potential, Embark this journey!

THANK YOU!

