

SHAREHOLDER'S INVESTMENTS WITHIN CINEMA CHAINS SAVED AND MORE IMPORTANTLY MAXIMISED, USING ENTERTAINMENT!

It is reported globally that several cinema groups are saddled with huge debts, due to huge turnover reductions. As travelling just to watch movies has become unpopular, since the rise in online streaming. Continual growth with Netflix, Disney plus, HBO Max, Hulo, Prime and others through monthly subscriptions is popular, Investors need to ensure rapid changes to cinema are made before it is too late, with filling for chapter 11 and bankruptcy occurring for the second largest group. Waiting for the occasion blockbuster is no longer financially viable, as the cinematic experience has passed for the masses. Generally located at prime sites close to urban conurbations, there is an affordable and practicable solution that is quick to implement. Not affecting external construction of the buildings or parking but maximise with no planning issues. The solution is straight forward adapt half of the buildings to become entertainment centers, but keep existing bars, restaurants, toilets and entrances. Architects can draw up plans to remove seating, add a second floor, so overall floor space is increased and re-used for complimentary entertainment purposes. Varying uses depend on local competition and long-term popularity, using technology which offers free constant upgrades with exciting new challenges, ensuring customers return regularly. Entertainment with sports simulator zones, virtual reality, escape rooms, e-sports, and virtual arcades, appealing to all ages and both sexes. Plus live events such as music, theatre, culture, dance, sports and gaming. Transformed into entertainment hubs through membership schemes and increased hospitality; raising the group's own stock value significantly, with minimal investment for its shareholders. Click to review www.sportssimulator.com/post/saving-cinemas

