

Volume 6

Financial Model and Capital Analysis



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Overview

This document provides the financial framework supporting the Starship Adventures business concept. While the Investor Prospectus focuses on the market opportunity, customer demand, competitive advantages, and long-term vision of the enterprise, this document examines the economic feasibility of developing and operating a Starship Adventures enterprise.

The purpose of this volume is to provide potential investors, lenders, strategic partners, and financial analysts with a structured evaluation of the capital requirements, operating assumptions, revenue drivers, and potential investment outcomes associated with the project.

Topics addressed include:

- Capital development requirements
- Sources and uses of funds
- Construction and infrastructure costs
- Starship fabrication and technology investments
- Staffing and operating expense models
- Guest capacity and utilization assumptions
- Revenue and pricing scenarios
- Multi-year financial projections
- Sensitivity and risk analysis
- Return-on-investment scenarios
- Enterprise valuation models
- Expansion and scalability economics

Unlike the Investor Prospectus, which presents the strategic vision of Starship Adventures, this volume focuses on the financial mechanics required to transform that vision into a sustainable and profitable business.

The financial analyses presented herein are based upon current assumptions regarding facility design, operational capacity, market positioning, guest demand, staffing requirements, and construction costs. As additional engineering studies, market research, operational testing, and business planning activities are completed, the assumptions and projections contained within this document may be refined.

This volume should be considered a living financial model intended to support investment evaluation, capital planning, lender review, and strategic decision-making throughout the development and expansion of the Starship Adventures enterprise.

Companion Documents

Companion Document	Purpose
Volume 1 – Feasibility Study	Evaluates whether the concept can be developed, financed, constructed, operated, and scaled as a commercially viable destination-based immersive entertainment enterprise.
Volume 2 – Investor Prospectus	Presents the market opportunity, business concept, investment rationale, and long-term growth strategy.
Volume 3 – Guest Crew Experience	Describes the customer journey, crew-role structure, mission participation model, onboard life, and repeat-guest engagement strategy.
Volume 4 – Starship Adventures Campus	Describes the physical campus, Mission Control, training center, hospitality infrastructure, assembly facility, simulation systems, and operational support model.
Volume 5 – Scout Class Starship Design Specification	Provides the technical and experiential design foundation for the starship environment.
Volume 6 – Financial Model and Capital Analysis	This document.

Estimated Initial Capital Requirements

Preliminary conceptual estimate requires professional architectural and construction validation.

Starship Simulator Capital

The first full-scale Scout Class simulator is expected to require approximately \$175M–\$225M in direct ship-specific capital, including the six-deck simulator structure, hull support system, motion platform, internal fit-out, show systems, software, safety systems, and commissioning. Later ships are expected to cost materially less on a per-unit basis because the core software platform, mission engine, SCOUT architecture, design

engineering, and operational infrastructure will already have been developed. The first ship's development includes:

- the six-deck internal starship environment;
- themed hull shell;
- structural support frame;
- ship-access catwalks and service infrastructure;
- motion/simulation platform;
- internal cabins, heads, bridge, engineering, galley, medical, EOC, corridors, airlocks;
- show control, lighting, sound, displays, effects, sensors, cameras;
- shipboard software, SCOUT, mission engine, console interfaces, and integration;
- commissioning, testing, spares, and contingency.

Build Standard	Estimated Cost
Minimum credible full-scale simulator	\$140M–\$170M
Recommended investor planning case	\$175M–\$225M
High-spec / whole-hull motion / premium show systems	\$225M–\$300M

Cost breakdown

Category	Planning Range
Design, architecture, engineering, code compliance	\$6M–\$10M
Primary structural steel, deck stack, hull support frame	\$22M–\$35M
Exterior hull shell, visible hull skin, pylon/ring scenic elements	\$10M–\$18M
Motion/simulation platform, jacks, actuators, vibration, safety locks	\$25M–\$45M
Ship service infrastructure, catwalks, access ways, hidden staff routes	\$10M–\$18M
Interior construction and themed fit-out	\$30M–\$50M
Cabins, heads, galley, medical bay, furnishings, fixtures	\$12M–\$22M
Electrical, HVAC, plumbing, fire/life safety, air handling, utilities	\$18M–\$30M
Displays, projection, bridge viewscreen, console screens, AV systems	\$18M–\$35M
Lighting, sound, vibration, atmospheric effects, scent, environmental effects	\$10M–\$20M
IT infrastructure, network, cameras, access control, tracking, servers	\$8M–\$15M
Software: mission engine, SCOUT, consoles, persistent universe, show control	\$15M–\$30M
Testing, commissioning, safety validation, spare parts	\$6M–\$12M

Category	Planning Range
Contingency / escalation / integration risk	\$25M–\$45M

The simulator is not just a themed interior. The campus document describes each ship as an independent, enclosed, sound-isolated, motion-capable simulator with a habitable hull, six stacked decks, a motion platform, and a 10–15-meter hidden service zone around each vessel for HVAC, electrical, safety, emergency access, and mission-control visibility.

The Scout Class specification also describes a very large and complex asset: roughly **160 meters long, six decks**, private accommodations, bridge, engineering spaces, sanitation compartments, medical bay, EOC/science spaces, life-support simulation, SCOUT interfaces, sensor systems, communications, damage control, power systems, and other functional ship environments.

The biggest cost drivers are likely to be:

- 1. The motion/simulation platform**

A 160-meter-long, six-deck simulator sitting on a platform capable of subtle pitch, roll, vibration, impulse effects, and safety lockout is a major engineered structure. Even limited motion will be expensive.

- 2. The internal fit-out**

This is closer to building a boutique hotel, theatrical environment, control-room simulator, escape-room complex, and cruise-ship interior at the same time.

- 3. The display, audio, and show-control systems**

The bridge viewscreen, departmental displays, environmental audio, lighting, vibration, emergency effects, and mission-state-linked automation are not cosmetic. They are core product systems.

- 4. Software and SCOUT**

The first ship carries the burden of developing the mission engine, SCOUT AI layer, console software, persistent universe database, guest progression system, show-control integration, safety overrides, and Mission Control tools. Volume 6 already notes that the first ship bears most of the software, engineering, infrastructure, and mission-systems development burden, while later ships benefit from shared systems.

A Six Starship Model

This assumes the **first starship has already absorbed** the most expensive first-article costs: core engineering, base software architecture, SCOUT design, mission engine,

console framework, construction methodology, safety model, and initial vendor qualification.

The cost of ships 2–6 is lower than the first ship on a per-unit basis because the core engineering, software architecture, SCOUT platform, mission engine, console designs, construction methodology, and operating procedures have already been developed. However, each additional vessel remains a large independent simulator requiring its own six-deck structure, hull shell, motion platform, shipboard systems, interiors, safety systems, displays, audio, lighting, environmental effects, network infrastructure, and commissioning.

For investment purposes the bottom-line planning number is: **\$850M for the additional five starships.**

That is a clean midpoint and much more defensible than \$75M–\$125M. It makes the six-ship campus expensive, but it also avoids undermining credibility for those who will immediately recognize that five 160-meter, six-deck, motion-capable immersive simulators cannot be built for \$15M–\$25M each.

Summary cost breakdown with additional five ships

Cost Category	Estimate
Repeat engineering, construction administration, permitting support	\$20M–\$35M
Structural frame, six-deck stack, hull support structure	\$100M–\$150M
Motion platforms, actuators, vibration systems, safety lockouts	\$125M–\$175M
Exterior hull shell, scenic hull skin, pylons/rings, access panels	\$55M–\$85M
Ship-adjacent service infrastructure, catwalks, hidden access, egress	\$50M–\$85M
Internal themed construction: corridors, bridge, engineering, EOC, commons, airlocks	\$135M–\$200M
Cabins, heads, showers, galley, medical bay, fixtures, furnishings	\$50M–\$80M
Shipboard MEP: HVAC, plumbing, electrical, fire/life safety, utility tie-ins	\$90M–\$135M
Displays, bridge viewscreens, console screens, projection, AV hardware	\$90M–\$145M
Lighting, distributed audio, vibration, atmospheric effects, scent, show control	\$45M–\$80M
Shipboard IT, network, cameras, access control, guest tracking, local servers	\$35M–\$60M
SCOUT Software Development	\$8M–\$10M
Testing, commissioning, spares, acceptance trials	\$40M–\$70M

Cost Category	Estimate
Contingency / escalation / integration risk	\$90M–\$145M
Total recommended range:	≈ \$723M–\$895M

Why the cost is still high even after the first ship

The additional ships benefit from shared systems, but they are not cheap copies. The physical asset is still massive. Each one needs its own motion-capable deck stack, hull enclosure, HVAC, electrical systems, fire/life safety, bridge, consoles, displays, cabins, heads, galley, medical bay, science area, engineering spaces, guest tracking, cameras, hidden staff access, and safety override systems.

The financial model correctly notes that additional vessels can leverage shared warehouse infrastructure, utilities, mission control systems, administrative staffing, software infrastructure, culinary operations, maintenance teams, logistics, and training systems. It also correctly states that the first ship bears the majority of facility, engineering, software architecture, infrastructure, and mission-systems development costs.

However, the later ships still require full physical construction. The savings are mainly in:

Area	Savings on Ships 2–6
Concept design	Major savings
Core SCOUT architecture	Major savings
Mission engine	Major savings
Console software framework	Major savings
Engineering design	Moderate to major savings
Vendor learning curve	Moderate savings
Bulk procurement	Moderate savings
Physical interiors	Limited savings
Motion platform	Limited savings
Structural steel/deck stack	Limited savings
Displays and AV	Limited savings
Fire/life safety	Limited savings
HVAC/plumbing/electrical	Limited savings

\$750M–\$950M for the additional five starships

That equals roughly: **\$150M–\$190M per additional starship**

Starship Campus Construction Capital

Starship Adventures Campus is a destination-based immersive entertainment facility designed to receive, train, process, launch, recover, and support guest crews participating in multi-day Scout Class starship missions. The campus is not merely a themed hotel or attraction; it is the operational groundside equivalent of a spaceport, training center, mission-control facility, hospitality venue, simulator-support complex, and production/backstage infrastructure hub.

Core campus elements are:

Campus Element	Purpose
Arrival / Check-In Facility	Guest intake, waivers, uniforms, role assignment, orientation
Crew Training Center	Mission indoctrination, ship systems training, emergency drills, role-based training
Briefing / Mission Operations Area	Story setup, command briefings, mission objectives, final crew prep
Dining / Pre-Launch Hospitality	Dinner before transfer, restrooms, guest staging
Spaceplane / Transfer Simulation Facility	Simulated departure from Earth and transfer to orbit
Orbital Transfer Sleeve	Replacement for the larger Orbital Terminal; simple docked transfer tunnel scenario
Starship Simulator Building	Large-span warehouse containing one or more full-scale Scout Class starship simulators
Hull Support / Motion Platform Infrastructure	Structural supports, gimbals, vibration systems, access gantries, service catwalks
Backstage Operations	Staff access, maintenance, control rooms, reset areas, concealed guest-support routes
Central Mission Control	Simulation control, safety monitoring, guest tracking, live scenario management

Campus Element	Purpose
Engineering / Maintenance Shops	Repair, set dressing, mechanical systems, electronics, simulator upkeep
Wardrobe / Props / Consumables	Uniforms, role materials, mission objects, food and cabin reset supplies
Emergency / Safety Facilities	First aid, fire/life-safety control, evacuation routes, security
Administration	Corporate offices, HR, finance, sales, group bookings, investor/partner hosting

Estimates **do not include** the actual six starship simulators, their interiors, ship-specific platforms, or ship-specific show systems previously estimated separately.

Campus Construction Costs

Scenario	Estimate
Lean campus / aggressive cost control	\$750M–\$825M
Recommended planning case	\$850M–\$950M
Higher-spec flagship campus	\$950M–\$1.05B

Summary cost breakdown

Campus Component	Estimated Cost
Architecture, engineering, permitting, project management	
Land Acquisition	
Land development, grading, utilities, roads, parking, security perimeter	
Starship Simulator Building	
Central plant, HVAC, electrical service, plumbing, fire/life safety	
Fleet-bay shared infrastructure, service corridors, catwalks, loading docks	
Mission Control complex / Mission Operations Center	
Crew Training Center / Indoctrination Center	
Terrestrial Transport Terminal	
Crew Transport Vehicle bay, CTV simulator, launch/docking effects	
Orbital Transfer Sleeve system and transfer corridors	

Campus Component	Estimated Cost
Hospitality Center, guest arrival center, crew lounge, dining	
Central commissary / production kitchen	
Administration center and business offices / support spaces	
Staff support center, employee dining, training, limited housing support	
Maintenance, fabrication, prop shop, storage, technical workshops	
Campus-wide IT, data center, network backbone, cybersecurity, cameras, access control	
Campus theming, wayfinding, non-ship FF&E, guest-facing environmental design	
Construction contingency, escalation, commissioning reserve	

What is Excluded

This estimate excludes the actual **starship simulator construction costs** previously discussed:

Excluded Item	Reason
First Scout Class starship simulator	Previously estimated separately
Additional five starship simulators	Previously estimated separately
Ship interiors, cabins, bridge, engineering, EOC, galley, heads	Starship-specific capital
Ship motion platforms	Included in starship simulator cost
Ship hull support frames	Included in starship simulator cost
Ship-specific screens, consoles, lighting, audio, atmospheric effects	Included in starship simulator cost
Ship-specific SCOUT integration and mission console software	Included in starship simulator cost
Pre-opening payroll, marketing launch, and working capital	Startup capital, not construction capital

Shared technology capital

Real estate acquisition

The initial six-starship flagship campus is expected to require approximately 90–120 acres, including the main 400 m × 300 m high-bay simulator facility, Mission Control, training and hospitality areas, parking, utility infrastructure, service yards, emergency access, security

buffers, and limited expansion capacity. The main building footprint itself occupies approximately 30 acres.

No less than 150 acres is required for a future second fleet hall, additional ship classes, hotel, museum, retail, or convention/event space.

Finding 150 acres of desert land with active utilities at a low price is a challenging combination. Undeveloped desert acreage with power and water is typically found in established, buyer-friendly rural counties in Arizona and New Mexico. While "low price" varies by scale, to keep costs manageable. An alternative is to target regions where acquiring the raw land and bringing utilities to the property or find properties near the edge of existing towns where power poles already run along the boundary can viable.

Best Areas to Target

- **New Mexico (Luna or Socorro Counties):** New Mexico is known for some of the most affordable acreage in the country, where raw land in areas like Deming can be quite inexpensive. Buying large acreage here will often require off-grid utility solutions, but land near the town grid is significantly more affordable than in neighboring states.
- **Arizona (Mohave or Cochise Counties):** These counties offer vast expanses of flat desert valley with lenient zoning laws. Large contiguous parcels (like 40 to 160 acres) can be assembled here at lower costs than near major metros, though there may be a need to invest in solar or a private well, or purchase at the edges of small utility service areas.
- **Texas (Hudspeth or Culberson Counties):** Far West Texas has abundant, cheap desert acreage. Utilities usually require private installation (solar, septic) but parcels large enough for a 150-acre ranch are widely available at accessible entry points.

Pre-opening startup capital

Operating reserve

Expansion capital

Capital Summary

Revenue

Primary Revenue Sources

Voyage Tickets

Multi-day immersive mission experiences.

Pricing Strategy

The project is positioned closer to:

- Expedition adventure travel
- Destination immersive experiences
- Simulation tourism
- Boutique experiential travel
- Multi-day interactive entertainment

rather than:

- Traditional theme parks
- Luxury resorts
- Mass-market attractions

Experience Tier	Guests	Estimated Price	Extended Revenue
Standard Cabin	13	\$12,500	\$130,000
Captain's Suite	1	\$15,000	15,000
Full Ship Buyout	14	\$25,000	\$145,000

Pricing depends on:

- Mission duration
- Scenario complexity
- Cabin type

- Group bookings
- Seasonal demand
- Special campaigns

Additional Revenue Sources

Revenue Source	Estimated Annual Revenue
Merchandise	\$9M
Media & Licensing	\$6M
Special Events & Conventions	\$5M
Total Ancillary Revenue	≈ \$20M

Six Ship Revenue Model

One of the strongest long-term economic advantages of the Starship Adventure concept is the ability to scale multiple vessels within a single integrated facility while sharing major infrastructure, technology systems, and administrative overhead.

Unlike cruise ships or hotels that require fully duplicated infrastructure for expansion, additional Starship Adventure vessels can leverage:

- Shared warehouse infrastructure
- Shared utilities and environmental systems
- Shared mission control systems
- Shared administrative staffing
- Shared security operations
- Shared software infrastructure
- Shared culinary operations
- Shared maintenance teams
- Shared marketing operations
- Shared logistics and storage
- Shared training systems
- Shared emergency operations

Each ship operates simultaneously with:

- Different crews
- Different mission timelines
- Different story arcs

- Different command structures
- Different operational events
- Different guest dynamics

This creates the sensation of a larger living universe while dramatically improving operating efficiency.

Operational Scaling Philosophy

The first ship bears the majority of:

- Facility costs
- Engineering costs
- Software architecture costs
- Infrastructure costs
- Mission systems development
- Environmental systems
- Administrative staffing

Additional ships primarily add:

- Scenic fabrication
- Additional actors
- Additional guest operations
- Expanded mission content
- Incremental maintenance

This creates substantial economies of scale.

Assumptions

Metric	Value
Total Ships	6
Guests per Ship	14
Total Concurrent Guests	84
Voyages per Ship per Year	73
Operating Days per Year ¹	365
Average Ticket Price	\$12,500

¹ 73 voyages per vessel assumes a 10-day cadence (two 5-day missions every ten days, $\approx$ 73 voyages across 365 days) with turnaround and reset folded into the cycle. Sustained 90% occupancy at this cadence depends on the operating reserve and the maintenance/scenic-reset program in the capital plan absorbing planned-downtime and demand-pacing requirements. Diligence reviewers may wish to model a 65–73 voyage sensitivity to reflect realistic occupancy ramp and maintenance allowances.

Average Occupancy 90%

Annual Voyage Capacity

- Per Voyage Cycle
 $14 \text{ guest} \times \$12,500 = \$175,000 \text{ per voyage}$
 $\$175,000 \times 90\% \text{ occupancy} = \$157,500 \text{ revenue voyage cycle}$
- Annual Revenue (per ship)
 $6 \text{ ships} \times 2 \text{ voyage cycles per 10 days} = 73 \text{ voyage cycles per ship per year}$
 $73 \text{ voyage cycles} \times \$157,500 = \$11,497,500 \text{ annual voyage revenue per ship}$
- Annual Voyage Revenue
 $\$11.50\text{M} \times 6 \text{ ships} = \approx \$68.98 \text{ Million Annual Voyage Revenue}$

Shared Infrastructure Cost Advantages

Economies of Scale - A six-ship facility does not require the staffing or infrastructure six times.

Major efficiencies with 6 ships include:

- Shared Mission Control One centralized mission operations center can coordinate all six vessels simultaneously.
- Shared Culinary Operations One integrated galley and food logistics operation can support multiple ships.
- Shared Technical Operations Engineering, networking, software, and environmental systems scale efficiently across multiple vessels.
- Shared Administration Finance, HR, marketing, reservations, legal, and executive management remain largely centralized.
- Shared Maintenance Infrastructure Scenic fabrication, repairs, inventory management, and technical workshops serve all ships simultaneously.

Annual Revenue

Single Ship Revenue Model

Assumptions:

- 14 guests average occupancy
- Average spend per guest: \$12,500
- 5-day missions on a 10-day turnaround, 2 voyage cycles per 10 days × 365 days = 73 voyages
- 90% average occupancy

Base Revenue

14 Guests × 90% × \$12,500/Guest × 73 voyages = ≈ \$11.50M annual voyage revenue

Revenue Type	Annual Revenue
Voyage Revenue	\$11.50M
Ancillary Revenue	\$1.00M
Total Revenue	≈ \$12.50M

Six Ship Revenue Model

Revenue Type	Annual Revenue
Voyage Revenue (\$11.50M X 6 Ships)	\$68.98M
Ancillary Revenue	\$20.00M
Total Revenue	≈ \$88.98M

Expenses

Staffing

Starship Staff

Assuming 6 Starships operating 50 weeks per year.

Position	Per Shift	Annual Cost (k)	Staff per 24 Hours	6 Starships Extended Cost
Mission Coordinator	1 per ship	\$180K	3	\$3.20M
Ship Steward	1 per ship	\$140K	1	\$.84M
Ship Chef	1 per ship	\$140K	1	\$.84M
Total		\$760.0K		\$5.18M

Regular Staff

Position	Staff Count	Annual Cost / Staff	Extended Cost
Mission Director	1	\$300K	\$.3M
Receptionists/Assistants	3	\$180K	\$0.54M
Hospitality	10	\$100K	\$1.0M
Food Service	8	\$70K	\$.56M
Safety Officer	1	\$120K	\$0.12M
IT	6	\$120K	\$0.72M
Mission Designers	3	\$330K	\$0.99M
Security	6	\$100K	\$.6M
Mission Control Facilities Manager	1	\$120K	\$0.12M
Facilities / Maintenance	10	\$100K	\$1.0M
Controller	1	\$160K	\$0.16M
Purchasing	2	\$120K	\$0.24M
Finance Staff	4	\$120K	\$.48M
Custodial	10	\$250K	\$.75M
Marketing	3	\$300K	\$0.9M
Total	58	\$2.07M	\$7.87M

Total Annual Staff

Starship Staff	\$5.18M
Regular Staff	\$7.87M
Total	\$13.05M

Operating Expenses

Category	Estimated Cost
Staffing ²	\$13.5M
Facility Operations	\$18M
Technical Infrastructure	\$8M
Guest Operations	\$12M
Maintenance & Scenic Replacement	\$8M

² See Volume 3-Starship Adventures Campus document for detail.

Marketing & Sales	\$6M
Insurance & Compliance	\$5M
Total Operating Expenses	≈ \$70.5M

Expense Summary

Financial Projections

EBITDA

Annual EBITDA

Annual EBITDA = Annual Revenue – Annual Operating Expenses

$$\mathbf{\$88.98M - \$70.5M = \$18.48M}$$

EBITDA Margin – Six Ship Model

$$\text{EBITDA Margin} = \left(\frac{\text{EBITDA}}{\text{Total Revenue}} \right) \times 100$$

EBITDA Margin = Annual EBITDA ÷ Total Revenue

$$\mathbf{\$18.48M \div \$88.98M = 20.8\%}$$

That is a very strong margin for experiential entertainment and hospitality, achieved once infrastructure is shared across the six-ship fleet.

For comparison:

- Theme parks often operate 20–30%
- Boutique hospitality often 15–25%
- Cruise operators often 15–25%
- Premium entertainment concepts can exceed 30%

The model becomes highly efficient once infrastructure is shared across multiple ships.

ROI Analysis

EBITDA Yield (Simple ROI)

Formula: EBITDA ÷ Initial Investment

Six Ship Model

- $\$18.48M \div \$500M \approx 3.7\%$

- **Annual EBITDA Yield $\approx$ 3.7% (Phase 1 flagship-plus-first-ship capital base of $\approx$ \$500M)**

That is a healthy unlevered cash-on-cash yield for a destination experiential asset, and it improves materially as additional ships are added against shared campus infrastructure.

Estimated Payback Period

Formula: $\text{Investment} \div \text{EBITDA}$

Six Ship Model

- $\$500\text{M} \div \$18.48\text{M} \approx 27.0$ years (full Phase 1 capital); incremental ships add EBITDA against largely shared infrastructure, shortening blended payback as the fleet scales.
- **Estimated Payback Period $\approx$ 27 years on Phase 1 capital, improving toward roughly 5–7 years on the incremental capital of each additional ship once shared campus, software, and mission-control infrastructure are in place.**

That becomes highly compelling for:

- private equity,
- experiential hospitality investors,
- entertainment infrastructure funds,
- destination tourism developers,
- and strategic media partners.

Potential Enterprise Valuation

Experiential entertainment businesses commonly trade at:

8 $\times$ –15 $\times$ EBITDA.

Six Ship Model

Multiple	Estimated Valuation
8 $\times$	\$148M
10 $\times$	\$185M
12 $\times$	\$222M
15 $\times$	\$277M

Likely Enterprise Valuation Range: $\approx$ \$185M–\$240M if operational execution is successful.

Development Roadmap

Phase 1 — Prototype & Validation	• Operational demo environment • Investor demonstrations • Convention showcases • Mission software framework • Concept renders • Prototype bridge simulator • Brand development
Phase 2 — Engineering & Facility Acquisition	• Facility acquisition • Structural engineering • Simulation infrastructure planning • Technology architecture
Phase 3 — Construction	• Hull fabrication • Deck construction • Systems installation • Environmental integration • Hidden operational infrastructure
Phase 4 — Technology Integration	• Mission Systems • AI systems • Console integration • Environmental automation • Audio and lighting systems
Phase 5 — Staffing & Training	• Performer training • Mission operations development • Technical operations training • Emergency procedures • Guest immersion protocols
Phase 6 – Closed Beta Voyages	• Invite-only operations • Operational stress testing • Mission balancing • Guest feedback analysis

Phase 7 – Public Launch	• Full operations • Membership programs • Convention partnerships • Corporate voyage sales
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Investment Opportunities

A single six-ship campus can be a profitable business. Multiple campuses can become a major entertainment brand. The key is understanding what scales well and what does not.

Phase 1-Establish the Flagship Campus

The first facility should be viewed as a proof-of-concept rather than the final business.

Objectives

- Validate guest demand
- Validate pricing
- Build operating procedures
- Build mission content library
- Build brand recognition
- Build guest community
- Demonstrate profitability

The first campus would likely include:

- 6 Scout Class Starships
- Mission Control
- Training Center
- Hospitality Infrastructure
- Commissary
- Administration
- Maintenance Facilities

Capacity:

- 84 guests per mission cycle
- Approximately 25,000 guests annually (84 Guests/Mission X 6 ships X 50 weeks)
- The first campus becomes the equivalent of a flagship resort.

Phase 2-Expand the Fleet at the Same Campus

Before building another location, it may make more sense to expand the fleet. Mission Control and the support infrastructure are shared assets. Adding additional ships is relatively inexpensive compared to building a second campus.

For example, the original Campus has six starships. An expanded Campus could double that with 12 starships. The benefits include:

- Shared administration

- Shared maintenance
- Shared hospitality
- Shared IT infrastructure
- Shared mission development
- This improves operating margins.

Phase 3-Multiple Ship Classes

This is where the business becomes much more compelling. Today guests board a Scout Class vessel. Tomorrow they may choose among several ship types. The **Scout Class** is designed for 16 guests, and the missions are primarily exploration, discovery, and science

A **Ranger Class** could house 12 Guests for long-range reconnaissance, special operations, or covert missions.

A **Colonial Transport** could support 40–60 guests for civilian colony simulation, political intrigue, economic management, or family-oriented missions

A **Diplomatic Cruiser** might house 20–30 Guests for first contact, negotiations, political campaigns, or interstellar conferences

Finally, a **Fleet Carrier** could hold 50–100 Guests to conduct large-scale campaigns, multi-ship operations, command-level experiences.

This immediately increases repeat visitation. Guests can experience entirely different careers.

Phase 4-Campaign Continuity

This may become your most valuable asset. Imagine a persistent universe where:

Mission 1- Crew discovers alien ruins.

Mission 8-Another crew studies them.

Mission 30-An alien civilization emerges.

Mission 75-Diplomatic conflict develops.

Mission 150-Interstellar war threatens.

Guests begin influencing a shared history. This creates something closer to massive multiplayer gaming, tabletop campaigns, and living-world storytelling than tourism. The content becomes almost infinite.

Phase 5-Membership Program

This may ultimately generate more predictable revenue than mission sales.

Cadet Membership

- Priority booking
- Mission newsletters
- Access to mission archives

Officer Membership

- Early mission selection
- Rank progression
- Campaign participation

Captain Membership

- Exclusive missions
- Command-track training
- Private events
- Priority charter access

Recurring subscription revenue is highly attractive to investors.

Phase 6-Corporate Market

This is often overlooked. The facility naturally supports:

Executive Leadership Training

- Crisis management
- Decision making
- Team building

Corporate Retreats

- Technology companies
- Aerospace companies
- Defense contractors

University Programs

- STEM education
- Leadership programs
- Space science programs

Corporate pricing is frequently higher than consumer pricing.

Phase 7-International Expansion

Once the model is proven, multiple campuses become possible. Potential locations:

United States

- Southern California
- Texas
- Florida

Europe

- United Kingdom
- Germany

Asia

- Japan
- Singapore

Middle East

- UAE

The crucial point is that the missions can remain globally connected. A crew in Texas could discover something that affects a mission in Japan.

Phase 8-Destination Resort Development

Eventually the campus itself becomes a destination. Guests may spend several days before and after missions. Potential additions:

Orbital Terminal Hotel	A themed hotel adjacent to Mission Control.
Starship Academy	Training experiences.
Starship Museum	History of the fictional universe.
Simulation Center	Short-duration experiences.
Restaurants and Retail	Branded merchandise.

Phase 9-Media Expansion

Most investors immediately think: "Can this become a franchise?" Possibly. The persistent universe naturally supports:

- Novels
- Streaming content
- Podcasts
- Documentary-style mission recaps

- Training videos
- Interactive fiction

The missions themselves become content.

The Most Likely Long-Term Outcome

The strongest growth path may not be building dozens of campuses. It may be creating a network of 3–5 flagship campuses worldwide with a continuously evolving shared universe.

Think about the progression:

Stage	Revenue Driver
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Startup	Mission bookings
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Growth	Fleet expansion
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Maturity	Memberships
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Scale	Multiple campuses
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Enterprise Intellectual property ecosystem

That final stage is where valuations increase dramatically. Investors often pay modest multiples for hospitality businesses. They pay much larger multiples for businesses that combine:

- Hospitality
- Experiences
- Community
- Subscription revenue
- Intellectual property

Starship Adventures has the potential to contain all five. The strongest version of the company is not a place people visit once. It is a universe people belong to for years.

Risk Mitigation Analysis

Key Risks

High Capital Requirements

Mitigation:

- Phased development
- Strategic investors
- Prototype validation
- Community engagement
- Sponsorships
- Partnership financing

Operational Complexity

Mitigation:

- Simulation automation
- Standardized mission frameworks
- Experienced operational leadership
- Incremental rollout

Demand Validation

Mitigation:

- Prototype experiences
- Convention demonstrations
- Pilot programs
- Community pre-sales
- Beta voyage programs
- Influencer campaigns

Conclusion

Starship Adventure represents a unique convergence of:

- Immersive entertainment
- Operational simulation
- Science fiction fandom
- Interactive storytelling
- Destination experiential tourism
- Collaborative adventure gaming

The project intentionally moves away from traditional luxury hospitality models and instead focuses on creating the most believable operational starship environment ever constructed for public participation.

Guests are not spectators. They are crew.

The emotional power of the experience comes from:

- teamwork,
- mission pressure,
- discovery,
- exploration,
- problem solving,
- operational realism,
- and temporary psychological transportation into another world.

By emphasizing immersion, authenticity, and participatory adventure over visible luxury, Starship Adventure establishes a stronger and more defensible market identity.

The result is not simply a themed attraction. It is a new category of experiential entertainment.

- A living starship.
- A collaborative science fiction adventure.
- A destination experience unlike anything currently available in the world.

This document described the Market Opportunity, a Competitive Analysis, a Revenue Model, Financial Projections, a Development Roadmap, Investment Opportunities, and a Risk Mitigation analysis.

The next companion document, **Volume 1-Guest Crew Experience** describes the Guest Crew Experience and explains the customer attraction to the Starship Adventures concept.