

SWAT

THE INTERACTIVE WALKTHROUGH



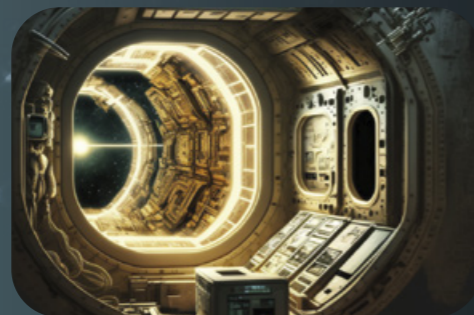
alterface



THE CONCEPT

Players are immersed in a story driven and highly interactive adventure, in which they slip into the role of a Space Security Agent and set off on a mission to secure peace in Space.

Players freely experience the attraction on foot, walking through 6 interactive scenes and engaging with media and physical targets, special effects and an immersive show lighting and themed environment.



THE STORY BRIEF

Your friends and yourself embark together on a journey to the deep unknown.

Enlisted by the Security of the Space Intelligence Agency, well equipped with high-tech weaponry, you are transported to a distressed spaceship in the rings of Saturn.

Progress through the abandoned ship, fight your way through and collect rare resources to score the best results in this thrilling experience that is the perfect balance between a story-driven attraction and a high-intensity interactive show.



ADVANTAGES

- HIGH THROUGHPUT AND REPEATABILITY
- COMPACT AND AFFORDABLE IMMERSIVE ATTRACTION
- ADJUSTABLE LAYOUT TO FIT YOUR VENUE
- LOW MAINTENANCE
- STATE OF THE ART HAPTIC EFFECTS



RIDE SPECIFICATIONS

FOOTPRINT:
250 m²

THROUGHPUT:
360 pph

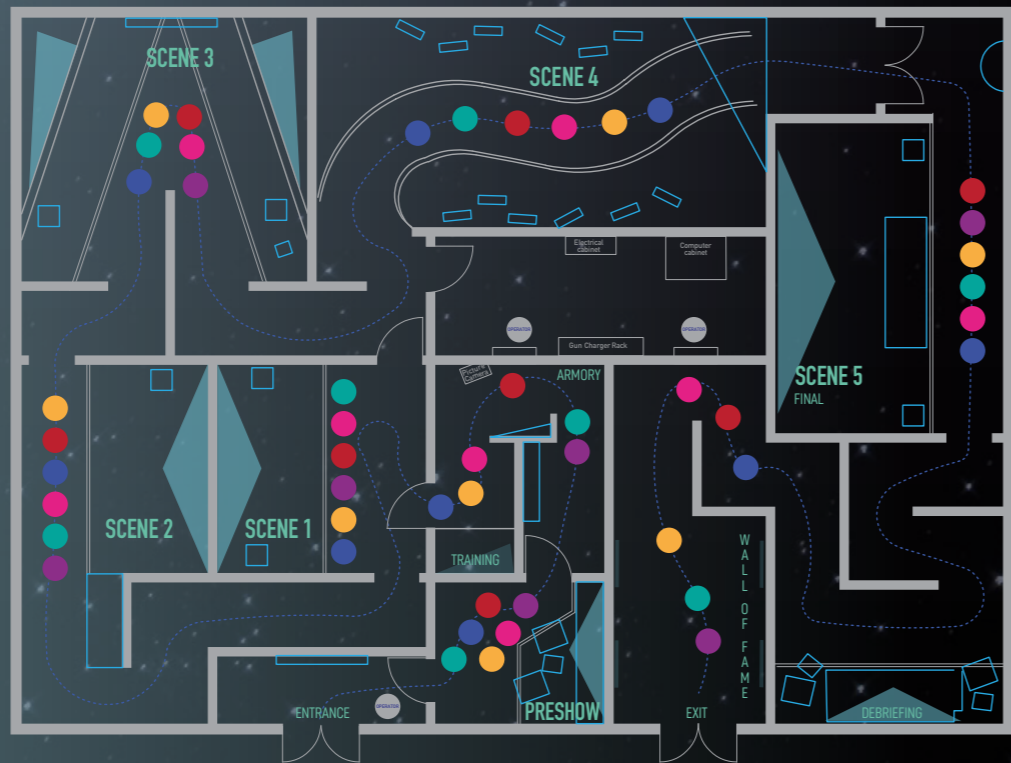
EXPERIENCE DURATION:
9 min.

INTERACTIVE SCENES:
6

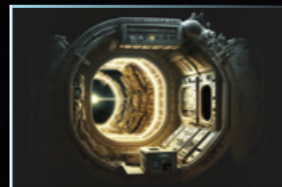
PRESHOW:
yes

HALL OF FAME:
yes

DISPATCH TIME:
60 seconds



SCENE 1
THE AIRLOCK



PRESHOW



SCENE 2
THE MAINTENANCE SYSTEM



TRAINING



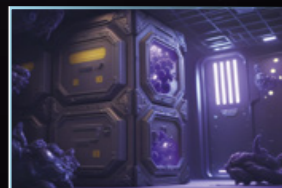
SCENE 3
THE COMMANDING DECK



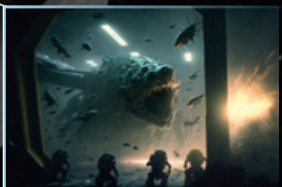
HALL OF FAME



SCENE 4
THE STORAGE BAY



SCENE 5
THE SHUTTLE BAY



DEBRIEFING



GAMEPLAY

Guests will enjoy an immersive walkthrough, equipped with a multi-sensory blaster which will allow them to experience a thrilling adventure.

IMMERSIVE INTERACTIVE EXPERIENCE FOR ALL

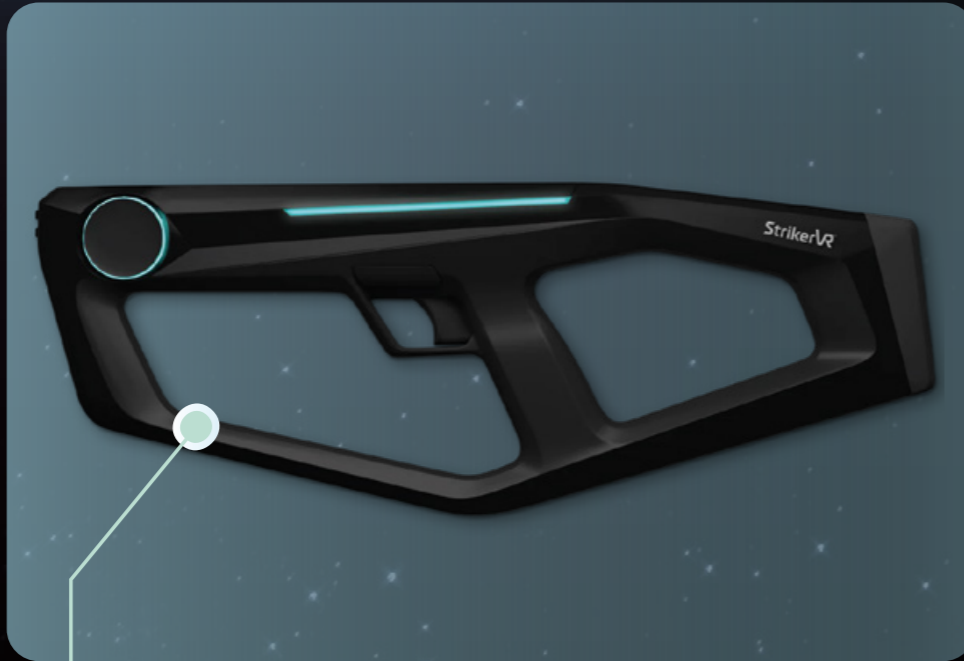
With different levels and intensity of gameplay, this exciting experience can be enjoyed by everyone, from beginners to experienced users.

ADAPTIVE GAMEPLAY AND INTENSITY LEVELS

Each time players defeat a wave of enemies, a new wave is spawned, allowing the most advanced team to increase their score for the time available.

EASY TO USE AND EFFECTIVE TECHNOLOGY

MULTIPLE ENDINGS BASED ON THE PLAYERS' INVOLVEMENT



VIRTUAL RECOIL & SHOCK



HD HAPTIC ENGINES



ACTIVE TOUCH INPUTS



FULL SPECTRUM LED

The StrikerVR Mavrik-Pro features dynamic recoil and HD haptic engines paired with active touch technologies. This blaster delivers limitless tools and immersive effects that allow players to achieve sensory critical mass.

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