

New Attraction Concept: Shooting Flying Theater





CRITICAL HIT

Board your Game Glider and venture inside a corrupted arcade to stop the Viruses, Glitches and Bugs invading the game systems. In this flying theater attraction, you'll use a blaster to make your way through various video games to try and reach the Reset Port before it's too late.

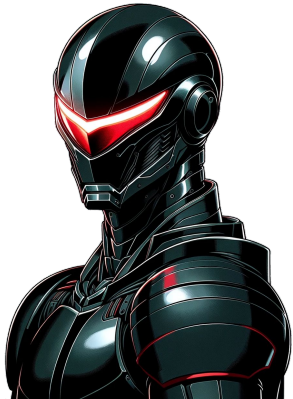


Your adventure will start once everyone is seated, and the ride vehicles “upload” by rising upwards into position in front of the giant screen. A brief tutorial will show you how to use the blaster stored in the arm rest, and explain that each blaster in each row has a different color and symbol to easily tell them apart. After the tutorial, you’ll enter the first game and the challenge is on. Between each scene, you’ll exit through an outlet and take a virtual roller coaster ride through the power cables to the next arcade machine.

From here, you’ll be jumping between video games and blasting the enemies to power them down using the anti-virus that’s been coded into your blaster. The canopy above your head will have a display that shows your score, as well as built-in lights, sounds, fog effects and scents to completely immerse you into each game, and haptic feedback in the blasters will respond to every hit.

Types of Enemies:

- Viruses are the main opponent and will be a horde of digital androids devoted to ripping apart the environment of each game and launching debris at riders.
- Bugs will be flying digital creatures that buzz around the screen to distract riders, and can “sting” them through a jabbing mechanism in the seats.
- Glitches are similar to Viruses, but are teeming with electricity and can teleport around the screen to dodge blasts, as well as zap riders via haptics in the seats and blasters.

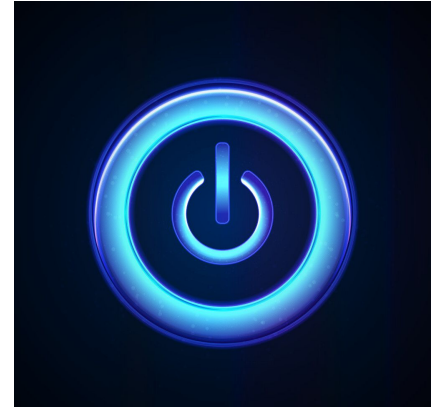


Video Game Scenes:

- Racing game: zip around cars racing through the city streets as the enemies intervene and disrupt the race.
- Adventure game: Fly through a crumbling temple of treasure while the enemies use the environment around them to cause maximum damage.
- 8-bit game: This retro game offers its own set of challenges like giant Tetris blocks falling around you and a giant Snake tearing up the environment around the enemies.
- Fighting game: This street fight will have to wait, but the brawlers may be on your side to help take down the enemies and defend their home turf.
- Music/Dance game: The rhythm will guide you through this scene, as you score extra points by blasting enemies to the beat of the music.

The Reset Port:

The final scene of the game will take place at the reset port, where the biggest wave of enemies will descend upon the system. Inside this terminal, you can score bonus points by connecting sequences and blasting buttons in order. Finally, a giant button appears and everyone in the ride vehicle works together to shoot it at once, multiplying your score and resetting the system. The screen displays the top scores and the ride vehicle lowers as you are returned to the real world.



Attraction Features

- This would be a first-of-its-kind attraction, there is not currently a flying theater attraction that implements the gameplay of a shooting ride.
- The attraction concept can be tailored to a large, multi-theater facility or scaled down to a smaller venue with only one or two rows of seats.
- The transition scenes through the power cables in between video games will show off the ride's motion and can range from thrilling to tame.
- The re-ride factor will be greatly increased because in addition to always wanting to beat your score, the ride itself is fun even if you choose to just observe.
- Possible existing IPs for the Shooting Flying Theater could include: Alien, Planet of the Apes, Scooby-Doo, or Ready Player One.