



## **Battery Powered**

Bump your guests into the virtual world! SPREE Interactive partnered with the world's leading battery car manufacturer, Eurogames, to bring virtual bumping fun to location-based entertainment centers worldwide. With just a footprint of 7.5m x 7.5m or 25ft x 25ft, you can transform your venue into an immersive and highly-entertaining cyber world. Maximum throughput 48 players per hour.

### **Package Details**

Item	Model / Specs	Qty.
Battery powered Bumper Car	Eurogames Space (Inc. VR Tracker mount)	4
AGM Batteries	12V 80Ah	8
Battery Charging Units	For AGM 12V 80Ah batteries	4
Remote Operations Device	START / STOP system	1
Track Fencing	7.5m x 7.5m with gate entrance	1
VR Operations Cabinet	Includes integrated game servers	1
VR Headsets	Pico Neo 3 (Inc. tracking devices)	6
3D Spatial Laser Tracers	нтс	4
Spectator Screen	55" Signage	1
High Score Screen	32" Signage	1
Audio Infrastructure	Stereo	1
12 Months Game Liscense	Cyber Blaster	1



## **About Cyber Blaster**

#### **Synopsis**

The year is 3050, humanity has developed methods to transfer and store consciousness in artificially created virtual worlds. A massive cyber attack is threatening to eradicate hundreds of thousands of human minds stored in one of the most popular cyber worlds! In an attempt to defend and restore the virtual world, cyber soldiers equipped with hover cars have been uploaded to fight of the cyber virus.

# Jump into your hover car, buckle up, and defend the simulation at all costs!

#### CORE GAME FEATURES

- Highly Immersive VR
- Mind Blowing Special Effects
- Dynamic Perspective
- Comprehensive reward and
- high-score system
- Realtime spectator view

#### **Game Play and Features**

Cyber Blaster is a fast paced 3-minute Bumper Car VR thrill experience which combines a classic Bumper Car fun with arcade-like shooter elements and an engaging story. The experience takes place in a futuristic simulation where players take the roles of members of an Anti-virus Squat equipped with the latest hover car technology. The drivers must speed through the simulated world and defend against a virtual computer virus.

Each car is equipped with a Plasma cannon which automatically shoots at enemy drones when the car is facing the correct direction. Power-Ups in the form of bytes are collected to boost the car performance.

