

The logo consists of several overlapping, slanted rectangular shapes in green, blue, purple, and orange.

Lagotronics **Projects**®

A family of four is seated in a green and yellow ride vehicle. The mother is on the left, smiling, wearing glasses and a plaid shirt. Two young boys are in the middle, also smiling and wearing glasses. The father is on the right, wearing glasses and a striped shirt. They are all holding large, orange, spiral-shaped objects. The vehicle has a green body with yellow trim and a black screen in front of them. The background shows a dark interior with some lights and a window.

creating
unforgettable
memories

Welcome

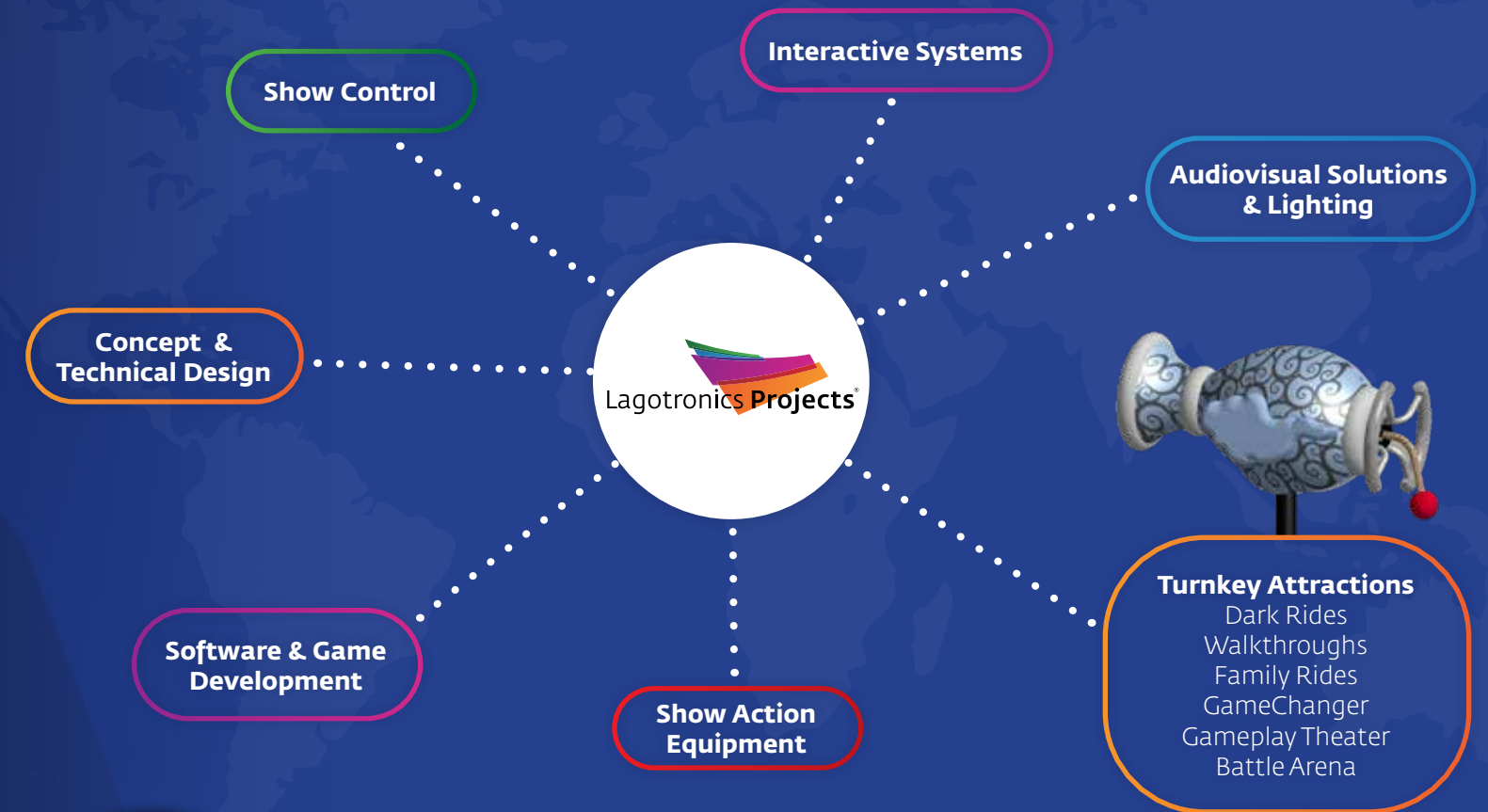
Lagotronics Projects has been creating unforgettable memories since 1979. We started out as a supplier of audio and lighting solutions for the entertainment industry, but today we realize custom projects for the leisure industry, including dark rides, interactive attractions, walkthroughs and audiovisual and educational experiences.

Offering **state-of-the-art** technology, we work all around the world on fantastic projects for a wide range of clients:

- Theme Parks
- Amusement Parks
- Family Entertainment Centers (FECs)
- Museums
- Experience Centers
- Zoos
- Water Parks
- Shopping Centers

“Lagotronics Projects provides **Next-Gen** technological solutions for leisure and entertainment projects of all sizes”

We can deliver and coordinate the entire package, from concept design to engineering, production and installation.
For this we make use of our so called “Attraction Building Bricks”.



Our vision is to bring happiness all around the world by developing and creating the best and most immersive experiences.

“Entertainment is in our DNA, we are passionate about the industry, innovative products and creating the best solutions for our customers”

Mark Beumers, CEO, Lagotronics Projects

Dark Rides

“A true dark ride allows people to forget reality and transports them through another world by a compelling story”

Storytelling and the experience are the key elements of a dark ride. At Lagotronics Projects, we bring dark rides to life through audio, video, show lighting, special effects (SFX), animatronics and creative media and games. We specialize in developing and implementing customized interactive systems for dark rides.



Various types of Dark Rides

With over 45 years of expertise in customized interactive systems and technologies, we are specialized in bringing all kinds of Dark Rides to life:

- Traditional Dark Rides
- Interactive Dark Rides
- Media Based Dark Rides
- Combi Dark Rides
- Gamechanger
- Gameplay Theater
- Walktroughs

With our custom interactive devices, each story comes to life in ways you've never imagined. Whether it's controlling the outcome of your journey or unlocking hidden secrets along the way, our innovative technologies ensure that every ride is a unique and unforgettable experience.



Traditional Dark Rides

"We bring your story to life"

Traditional dark rides are all about creating the right atmosphere and telling a story. A traditional dark ride mainly uses scenery, along with background music, audio effects, show lighting, SFX and animatronics. Classic dark rides take visitors on a passive journey past various decorated scenes and landscapes.

We deliver the creative technical aspects of all show equipment. With our show control systems and programming, we ensure that all elements are perfectly matched to the ride system and storyline.



Interactive Dark Rides

“What if the visitor can make things happen during the ride and create his own story?”

Our interactive systems enable us to easily turn every dark ride into an interactive dark ride. Using interactive devices in the vehicles and scenery targets, visitors can bring the story to life themselves. By hitting targets, special effects are triggered, such as sound, lighting, wind, smoke, moving scenery and animatronics.

World's Best Interactive Systems

- Highest uptime
- Safe and reliable (no lasers or cameras)
- No shooting delays
- Extremely accurate
- Durable and sturdy (industrial grade)
- Little to no maintenance
- No wearing mechanical parts
- Lightweight and ergonomically designed devices



Media-Based Dark Rides

At Lagotronics Projects, we specialize in media-based dark rides. A media-based dark ride can be both passive and interactive. In passive media-based dark rides, we use video projections and video screens, but there is no direct interaction between the visitor and the media content. In interactive media-based dark rides, we add interactive elements, or systems, allowing the visitor to influence the media and bring this to life.



“Turnkey Media-Based Dark Rides”



Game Portfolio

We have our own game portfolio and various IPs, but we can also develop customized games and media content.

Unique Interactive Video Systems

We have developed unique interactive video systems for dark rides. During the ride, visitors play a high-quality interactive 2D or 3D game on large projection screens or LED walls.

Every player has an interactive device, for example, a shooter, camera or magic wand. Visitors use this device to hit as many targets as they can in the game. When they hit targets, points are awarded, new targets are activated, and surprising game-effects are triggered.

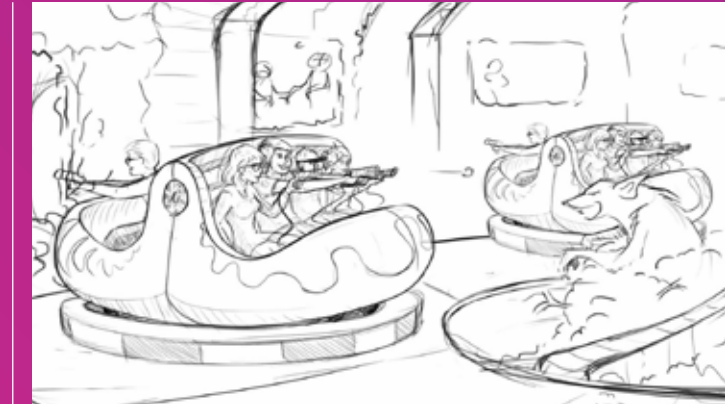
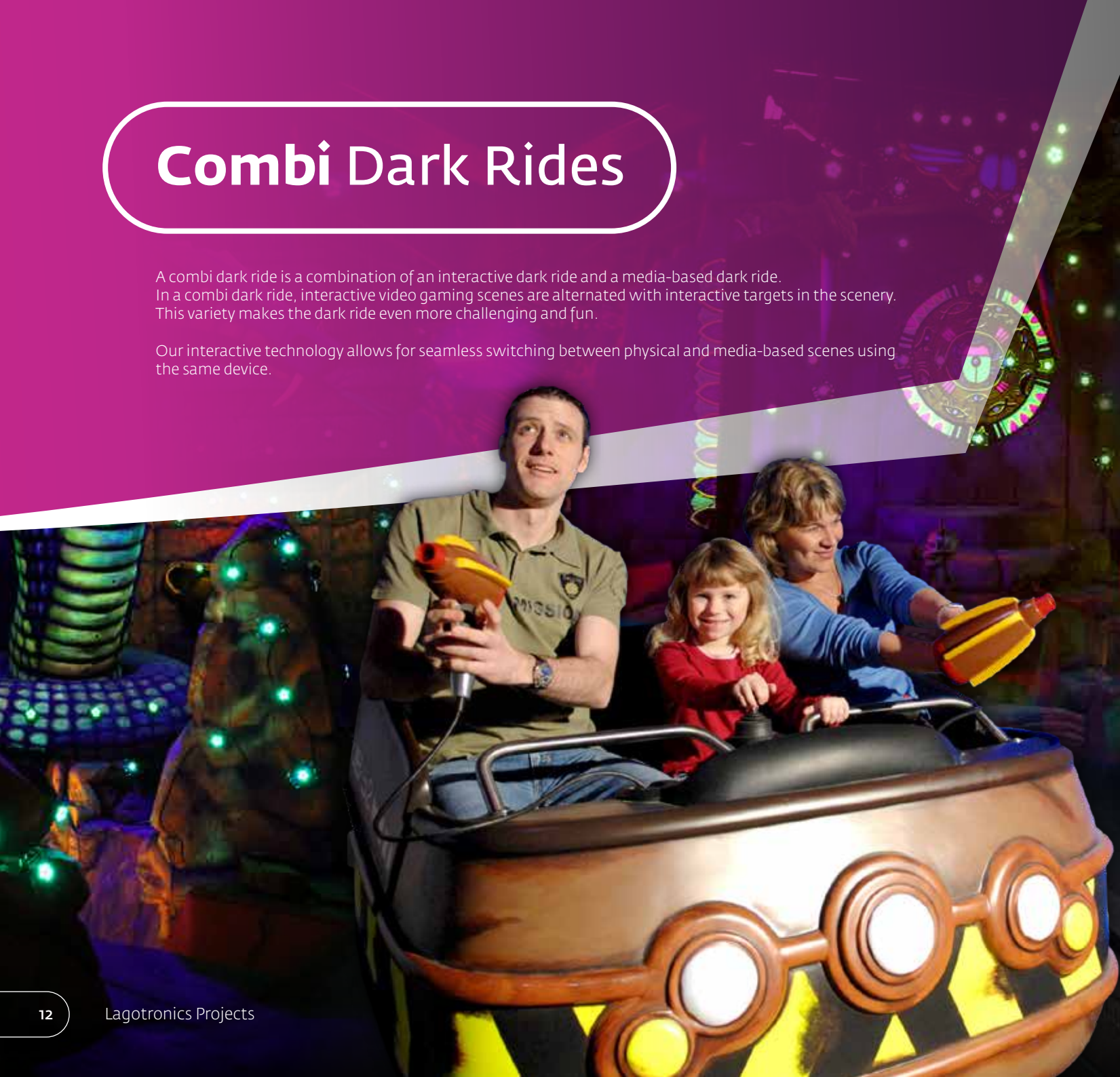
One of the most unique features is that players feel as though actual projectiles are flying from the device into the video screen.



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Combi Dark Rides

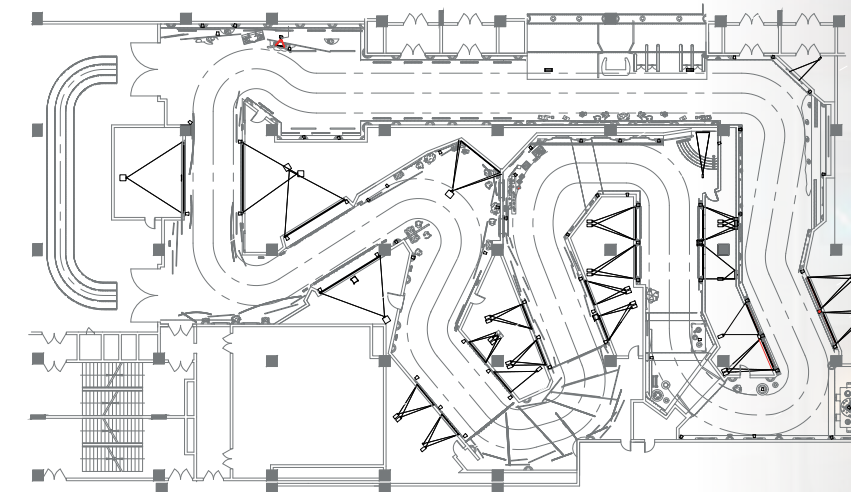
A combi dark ride is a combination of an interactive dark ride and a media-based dark ride. In a combi dark ride, interactive video gaming scenes are alternated with interactive targets in the scenery. This variety makes the dark ride even more challenging and fun.



Technical Ride Design

We provide schematic design for all show equipment, including video projections, audio, show lighting and SFX.

We also provide a user-friendly show control system and program the entire show so that all components are faultlessly synchronized.



GameChanger

ULTIMATE ROTATING GAMING PLATFORM

“A new, unique and patented dark ride concept with a very small footprint”

Visitors are seated on a rotating platform which transports them past various interactive media scenes. In these scenes, visitors play an interactive and challenging video game.

Every scene tells a part of the storyline, through the game and corresponding scenery. During the ride, different special effects surprise visitors and they interact with elements in both the game and the scenery.

The score system keeps track of the achievements of individual players. At the exit, visitors can view their scores and high score tables on a big screen.



Small footprint



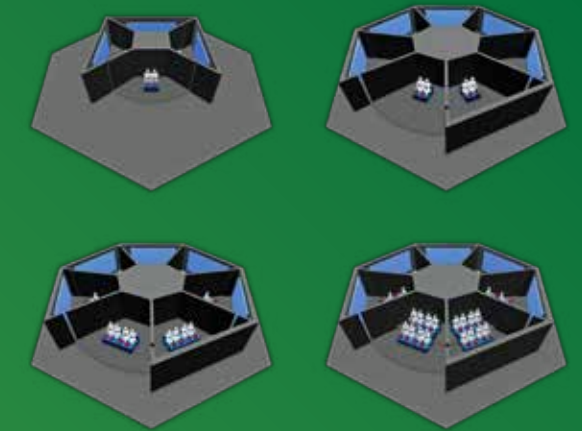
Only 1 operator needed



High capacity



“Various IP’s and games available”



Customize your GameChanger

The GameChanger is a turnkey attraction concept which can be fully customized. The number of media scenes and the number of seats per section can be adjusted and we can also develop customized interactive devices. The GameChanger can also be provided with its own IP, including custom-made game and theming.

Specifications GameChanger

| | |
|-------------------------|-------------------|
| Ride system | Rotating platform |
| Media scenes (2D or 3D) | 3 to 8 |
| Players per scene | 2 to 4 |
| Total number of seats | 16 to 72 |
| Total ride time | 128 to 450 sec |
| Playtime per scene | 25 to 40 sec |
| Load/unload time | 25 to 40 sec |
| Capacity (THC) | 450 to 900 pph |
| Footprint | from 120 m² |



GameChanger XS

ULTIMATE ROTATING GAMING PLATFORM

The GameChanger-XS has been developed especially for smaller parks, FECs and shopping malls with limited space for new attractions. The GameChanger-XS is delivered as a complete turnkey package and can be installed on an area of just **36m²**.



“Worlds most **compact interactive** dark ride”

Specifications GameChanger-XS

| | |
|-------------------------|-------------------|
| Ride system | Rotating platform |
| Media scenes (2D or 3D) | 3 |
| Players per scene | 2 |
| Total number of seats | 8 |
| Total ride time | 128 sec |
| Playtime per scene | 25 sec |
| Load/unload time | 25 sec |
| Capacity (THC) | 225 pph |
| Footprint | from 36 m² |



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Gameplay Theater

The Gameplay Theater is a combi dark ride in which visitors are transported past different interactive media scenes and interactive scenery. After each scene, the vehicle turns on its own axis and visitors are treated to a completely new experience.

In each scene, the aim is for visitors to collect points by hitting as many targets as possible using their interactive shooters.



“One ride – two rounds of gameplay”

Large Projection Screens & SFX

The interactive games are played on large projection screens with high-quality media content. The game content can be customized to fit the storyline.

After each media scene, visitors are surprised by moving scenery and other special effects, such as light, sound, video effects, wind and fog.

The Gameplay Theater is a very surprising new dark ride concept with a high number of interactive scenes and varied gameplay.

In cooperation with:



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Walkthrough Attractions

“A unique attraction, full of hidden targets, secrets and surprising SFX”

Our unique interactive systems are also a perfect fit for walkthrough attractions in which the visitor explores the environment with a wireless, interactive device. A walkthrough attraction can be developed as a shooting game, treasure hunt, haunted house or Halloween maze.

Using our interactive systems, we create a unique walkthrough experience, where visitors can interact with any kind of scenery or media.



Custom Interactive Technologies

Instead of having handheld devices we can also create an immersive experience through custom interactive technology.

Our advanced positioning system enables us to track the real-time location of each guest, allowing timed triggering of spooky or fun effects.

For example mining helmets with flashlights that respond automatically based on the guests location in the walkthrough.



“Wireless battery powered interactive devices”

Unravel the Story

Visitors walk through an area or room holding an interactive handheld device. The interactive devices are wireless, battery powered and lightweight. Visitors use these devices to shoot at wall-projections and themed objects. Parts of the scenery are also secret targets which reveal clues about the story. Step-by-step, visitors unravel the story behind the walkthrough. When targets are hit, visitors will be surprised by special effects such as sound, lighting, animatronics, smoke or scent.

The walkthrough attraction features also a **scoring system** to keep track of each individual players score. Scores are displayed on a large monitor at the exit of the attraction.



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Walkthrough Edutainment

"We create customized interactive & audiovisual walkthroughs for museums and experience centers"

In a walkthrough, we use audiovisual technologies, lighting, scenery and interactivity to create a fantastic overall experience. Walkthrough Experiences can also be created outdoors in city centers, zoos or public parks.



Activating Christmas Lights

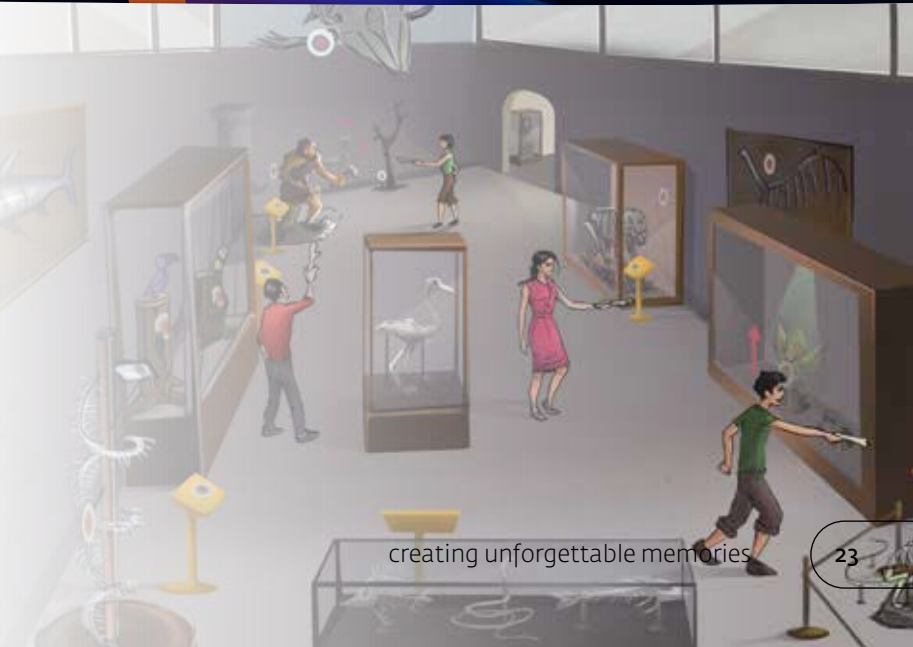
Interactive Target

Educational Walkthrough

A walkthrough experience also often has an educational character, where we apply the optimal combination between entertainment and education.

Think of an interactive tour through a museum or experience center, where visitors engage in specific activities at designated points.

We can integrate wireless communication technologies like RFID to track visitor engagement and performance. Upon completion of the experience, visitors will receive feedback on their journey, including results or points achieved.



Interactive Family Rides

“We can turn your kiddy ride into a unique attraction, packed with interactive and surprising elements”

Visitors ride through the beautiful surroundings and bring the landscape to life with their interactive device. The design of the interactive controller can be modified as required, so that this fits in with a story

Interactive Track-Based Rides

We can make various types of vehicles interactive. For example, the widely known jeep vehicles, oldtimer cars or tractors.

In addition to the interactive devices, we can also provide the show action equipment, including light and sound effects.



Active Targets

We install our target boxes with integrated LED lighting at various locations in and around the attraction. We can also incorporate these targets in scenery and even animatronics.

If a target is hit, we can control all special effects that are required.



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Interactive Towers

“Family fun and teamwork”

Offer your visitors a completely new experience, with the interactive Sunkid Tower! During the ride, visitors enjoy beautiful panoramas and have to work as a team to hit as many targets as they can around the tower. Using a magic wand or another type of handheld controller, they have to hit targets at different heights, whilst the tower rotates slowly on its own vertical axis.

Visitors can score points by hitting targets and special effects can also be triggered, such as light, sound or moving scenery. At the end of the ride, visitors can view their personal scores on a score monitor and compare these with the high scores of the day, week, month or year.



Upgrade Your Tower!

The interactive system can be installed in new, but also existing towers. The theming of the attraction and interactive controllers, can be modified.

Interactive Tower Rides

Other types of Tower Rides can also be made interactive. For example, an indoor drop tower surrounded by media screens on which visitors can play an interactive game.

Specifications Sunkid Tower

| | |
|-----------------------|-------------------|
| Ride system | Rotating Tower |
| Number of gondolas | 4 |
| Total number of seats | 8 |
| Interactive devices | 4 (1 per gondola) |
| Number of targets | 25 to 50 |
| Total ride time | 75 to 90 sec |
| Capacity (THC) | 320 pph |
| Footprint | from 40 m² |

In cooperation with:



Interactive Splash Battle

Lagotronics Projects has developed an interactive system for water attractions, such as splash battles. When visitors hit the water-sensitive targets with their water guns, special effects are triggered, such as animatronics, water, smoke, fire and sound effects. But 'collector targets' are also an option, where a target must be hit multiple times to trigger a bonus effect or new targets.

When certain targets are hit, visitors can also surprise the unsuspecting public with water jets. This guarantees hilarious and unforgettable moments.



Winning Team!

Make the splash battle even more fun and create a competition between two sides in the boats!

Which team can hit the most water targets? At the end of the ride, the winning team will be revealed in an unexpected way.

Specifications Splash Battle

| | |
|--------------------------------|--------------------|
| Ride system | Floating Boats |
| Number of boats | 8 |
| Seats per boat | 8 |
| Total number of seats | 64 |
| Interactive devices / shooters | 64 |
| Number of targets | 25 – 50 |
| Capacity (THC) | 720 pph. |
| Footprint | 2000m ² |



Interactive Flat Ride

“Challenging, fun and original”

Imagine a Flat Ride with interactive controllers. This will certainly increase the amount of fun, as well as being an opportunity to add more storytelling. Each vehicle will be equipped with 2 or 4 interactive devices. Depending on the ride type and design, these can be handheld or fixed devices. The design of the controller can be customized if desired.



Interactive System

During the ride, using their interactive controller, guests can aim at and hit targets on a decorated wall or other structure.

By hitting the targets, they score points and some targets also trigger fun special effects, such as sounds, lights or moving scenery.

At the end of the ride, all individual scores are displayed on a large score monitor.



Specifications Flat Ride

| | |
|---------------------------------|----------------|
| Number of vehicles | 6 - 10 |
| Number of seats in each vehicle | 2 - 4 |
| Interactive controllers | 12 - 40 |
| Number of targets | 50 - 200 |
| Capacity (THC) | 360 - 1200 pph |
| Diameter | 15 meters |
| Footprint | 175 m² |



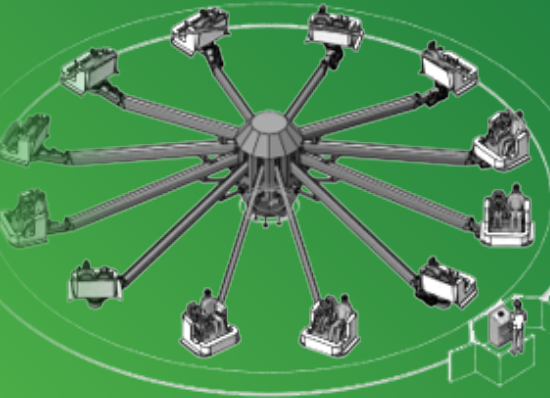
Battle Arena

The Battle Arena is a flat ride that we turn into a unique, dynamic and competitive interactive ride. In this battle the gondolas go up and down in three levels. One of the players can rotate the gondola controlled by a joystick. By changing height and rotation of the gondolas, visitors can try to reach all targets that are placed on, and around, the attraction. By hitting all targets, points are collected!

Be aware that points are not safe until the end. A **special feature** of this ride makes it possible to **steal points away from your competitor** by shooting at their gondola! This battle can be played individually or in teams with multiple gondolas. Which team will win this crazy battle?

Queue Line Entertainment

In the queue line visitors can already check out all the targets and get familiar with the intent of the ride. Besides that, we can install shooters in the queue line as well, so visitors can already collect points while waiting.

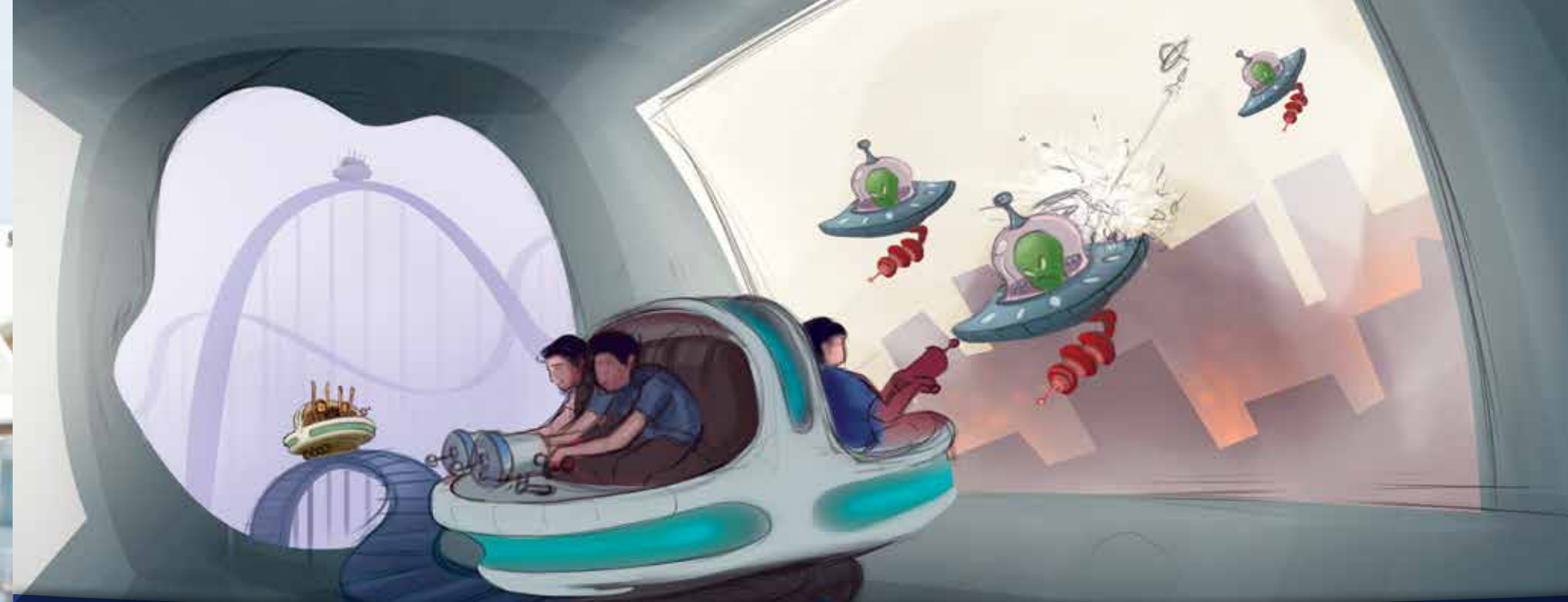


Specifications Battle Arena

| | |
|-----------------------------|---------------|
| Number of gondolas | 10 - 12 |
| Number of seats per gondola | 2 |
| Interactive devices | 20 - 24 |
| Number of targets | 200 |
| Capacity (THC) | 550 - 660 pph |
| Diameter | 15 - 19 meter |
| Footprint | 290 m² |

Interactive Rollercoaster

Integrating an interactive system adds a whole new dimension to a rollercoaster ride. During the ride in an interactive rollercoaster, using their interactive shooters, visitors have to hit as many targets as they can, which are located along the sides of the track. By hitting targets, visitors can also trigger various special effects. In indoor rollercoaster rides, one option is to create special stopping points, allowing visitors to play interactive games on a video screen. This creates a unique ride experience!



“Create an interactive experience out of your thrill ride!”

Dark Coaster Experience

Another unique rollercoaster experience is a combination of a dark ride and a rollercoaster.

The visitors are transported through dark ride scenes at a lower speed, after which the train accelerates again. The alternation between thrill and interactive scenes with scenery and storytelling makes the rollercoaster even more spectacular.

Various interactive technologies can be used to create a dark coaster experience.



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Audiovisual & Interactive Experiences

We create audiovisual and interactive experiences for museums, FECs, experience centers and zoos. With our expertise in audio, video, lighting and show control, we create the most amazing projects all over the world. From gigantic projection shows to small-scale interactive exhibits, we offer a suitable audiovisual solution for any project!

Interactive Technology for Museums & FECs

Allow your visitors to interact with physical objects, scenery and media, in the form of video screens and video projections. Our custom-made interactive technologies allow us to change any environment into an interactive experience.

With **45 years of experience** in the audiovisual industry, we have acquired extensive expertise and collaborated with numerous vendors, systems, and products, offering a wide variety of AV solutions to our customers.

Design and Installation

We offer comprehensive technical design services for all audiovisual components. In addition, we develop customized audio designs, provide facility input, and create detailed drawings to kick-start the project.

Our team manages production, seamlessly integrates all hardware on-site, and completes the project by programming the entire audiovisual show.



Family Entertainment Centers



Educational Walkthroughs



Interactive Exhibits

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Audio Systems

"High-quality customized audio solutions"

From background music and sound effects to large-scale audio systems for an entire theme park, museum or family entertainment center. With our extensive knowledge of audio systems, we can deliver every possible audio project.



Our Audio Solutions

All our audio solutions can be implemented in both indoor and outdoor environments.

- Background Audio Systems
- Paging Systems
- Onboard Audio Systems
- Audio Guidance Systems
- Sound Effects
- Multi Zone Audio Systems



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Video Systems

"From small to complex projects; we don't shy away from any challenge!"

We devise, produce and install turnkey video solutions that meet your specific requirements and are tailored to your location and budget.



Our Video Solutions

We provide video systems for every setting. For rides and attractions, but also for corporate environments, museums and FECs.

- 360° Video Projections
- Projection Mapping
- Interactive Video Projections
- Video Conferencing Systems
- Holographic Projections
- AR & VR Experiences
- Narrowcasting
- LED & Video Walls



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Show Lighting

For decades we have been developing and installing show lighting for a wide range of uses and customers. We have become a top specialist in lighting projects worldwide.

We integrate show lighting and effects into attractions such as roller coasters and dark rides and provide the complete lighting plan from design to installation and programming for FECs and Experience Centers. Through our innovative drive we create stunning light shows time after time!

Light Design

Our collaborative approach ensures that from concept to execution, we create a custom light design that resonates with the essence of your attraction. Whether it's a thrilling rollercoaster, a water ride, or an interactive dark ride, our innovative lighting solutions transform ordinary rides into mesmerizing experiences.

"Light up your ride"

"More than 45 years of experience in lighting projects worldwide"



Show Control

“Total control of a pre-programmed show at the push of a button!”

At Lagotronics Projects we design, supply and install customized show control systems. Our in-house developed interactive systems can control entire attractions or experiences through wireless communication. Our engineers and programmers ensure that all audiovisual elements, lighting and special effects are perfectly synchronized to guarantee a great experience.

Technical Support

Lagotronics Projects has its own technical support department. In case of any technical questions, malfunctions or software issues, we are there to support our customers worldwide. For this purpose, we utilize remote support solutions, such as VPNs, to gain access to our systems and installations.

Show Control Systems

We have gained a lot of experience with many different show control systems and brands like Weigl, QSC, Beckoff, Medialon and Alcorn McBride. Our show control solutions are not only user-friendly but also very durable, offering operators and visitors a pleasurable attraction experience.



RemarkaBall

A MINIGOLF GAME CHANGER

"The next generation of minigolf"

By injecting a layer of state-of-the-art technology, software and gamification, RemarkaBall aims to reinvent and change the way the minigolf game is played today. With RemarkaBall we combine the newest interactive technologies with minigolf. This concept fits perfectly in a sportsbar, large restaurant areas, family entertainment centers, indoor playgrounds or resorts.

RemarkaBall is a perfect combination of using our interactive technologies with audio, video, lighting and show control to create an unforgettable experience.



Uniquely
Designed
Courses



Proven Entertainment Formula

The amount of courses can be fit to your location, all completely different, funny and challenging in their own way. Time battles, point multipliers, physical challenges and questionnaires, it's all in the game.

RemarkaBall uses the proven entertainment formula, fusing lifestyle, best-in-class food & beverage and active social experiences, to create some fun grown-up 'competitive socializing'.

RemarkaBall Features

1. Unique gameplay and challenges
2. Semi-automated score count
3. Contemporary design
4. Low maintenance
5. Turnkey delivery

In cooperation with:



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Game & Media Development

Our Game & Media Development department develops and produces interactive games and video animations for attractions and experiences. We specialize in customized solutions for interactive media, such as real-time rendered games and all kind of video animations.

Game Portfolio

We have already developed a number of interactive games. We take care of the entire process, and the development of all game assets. From 3D character design, to backgrounds, animations, game FX and all soundtracks and effects.



IP-driven Games

In addition to our own games and IPs, we also have extensive experience developing games and media for well-known existing IPs, such as The Smurfs.

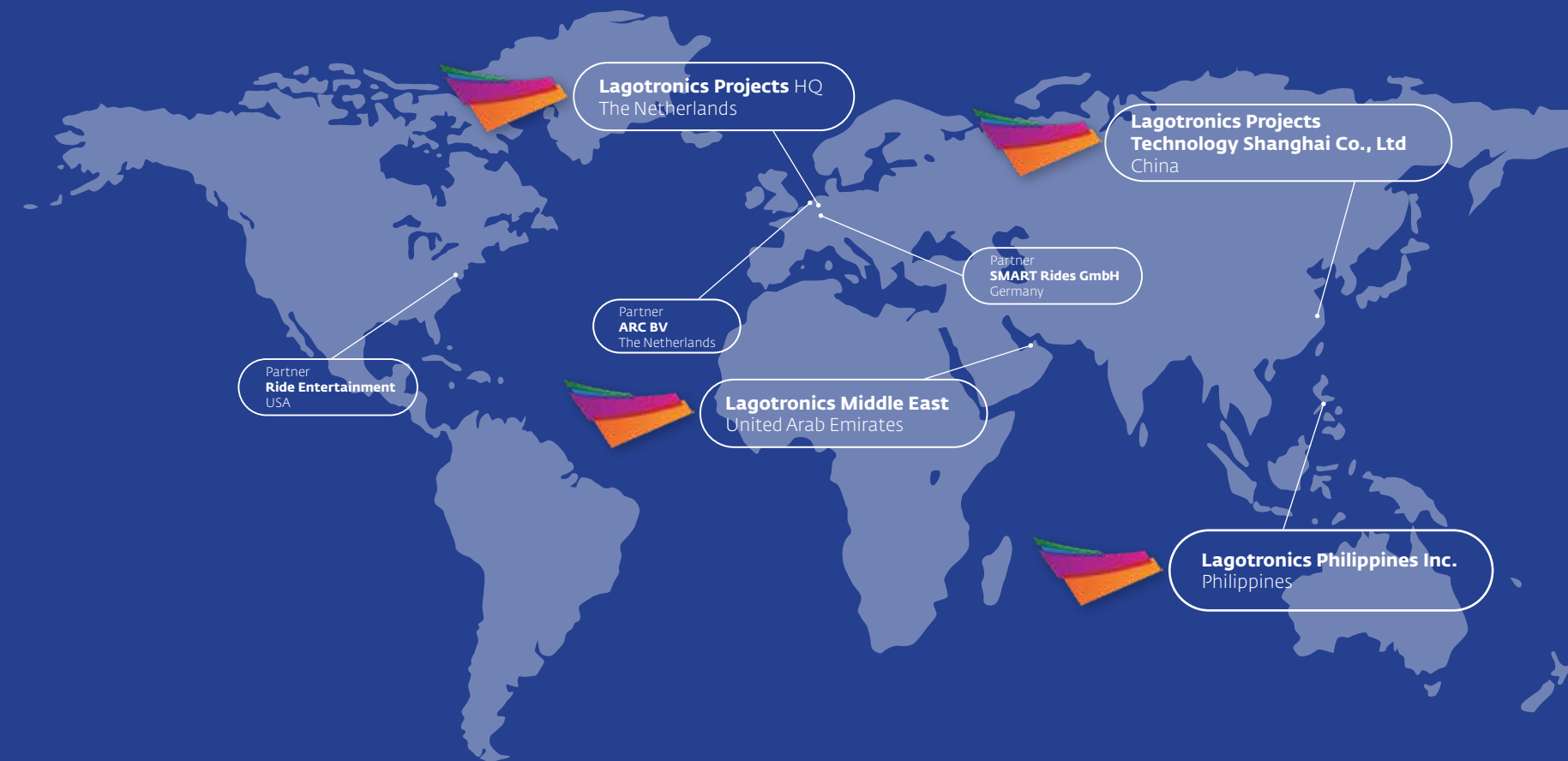


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Contact Us

At Lagotronics Projects we specialize in custom projects for the leisure industry. From Theme Parks to Family Entertainment Centers (FEC's), Museums, Zoos, and Experience Centers, we are your partner for integrating interactive and audiovisual systems in themed attractions and experiences!

We're happy to discuss all possibilities with you!



Member of:



Lagotronics Projects Headquarters

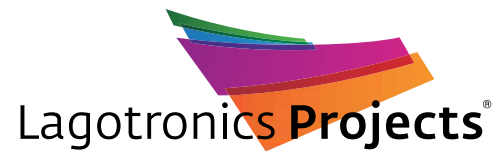
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