

WINCHESTER™

TOTAL RECOIL

Brings Shooting Into Another World!

The **TOTAL RECOIL** system is a whole new class of Virtuality (VR) entertainment system. Each unit is designed to bring high-definition, real-time accuracy to the VR experience.

A fiery red VR machine includes a replica of the Winchester classic 101 over/under shotgun that uses a unique CO2 recoil mechanism to deliver a real kick. Using choke, spread and environmental data gathered from Winchester, flight trajectories, target speeds and even wind conditions, all match the real world.

State-of-the-Art graphic processors deliver a 360 degree, another world of 3D sight and sound through the lightweight Visette. The Visette also houses an interactive voice activated microphone so the player actually says "Pull" to release the targets.

With two games to choose from, skeet shooting or carnival arcade, Total Recoil offers the ultimate VR experience. At one level, novices can learn the basics while experienced shooters can crank up the levels to challenge their skills.



1-888-655-7263

www.kramerintl.com

WINCHESTER **TOTAL RECOIL**

Length of Program:

Approximatley 6 Hours

Includes:

Delivery and Setup
Non-Stop Operation
Professionally Uniformed Technicians
Complete Tear-down and Removal
Event Insurance (liability, equipment, personnel)

Technical Requirements

POWER: Two (2) separate 110 volt, 20 amp power supply.

SPACE: A minimum 10' x 15' performance area with a 10' minimum ceiling height. Door openings must be at least 6' wide by 6' high. TOTAL RECOIL technician has the right to refuse a location. Unit cannot be carried up or down stairs.

MISC: 1) Hotel accommodations consisting of one (1) double room for total recoil crew.
2) One (1) 6' x 8' table and two (2) chairs at the performance area.



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