

Interactive Novelty Entertainment

Adrenaline Rush: A two-person obstacle challenge, air-filled course that participants climb into and then run through the series of obstacles, ending by climbing a hill and sliding down to the finish line. Item requires a flat area of 40-ft. by 27-ft. by 18-ft. high and access to 4 separate 110-volt 20 amp electrical sources.



All in 1 Sports Arena: Multi-game sports arena has eight different game choices, and we bring them all to your event: *Basketball*, *Football*, and *Soccer*, or go for gym classics like *Dodgeball*, *First n' Goal* and *Volleyball*, or the fun of *Joust* and *Twister*. The item has mesh sides for viewing and requires an 18-ft. x 38-ft. x 15-ft. high space with direct access to 110-volt 20 amp electrical power.

Arcade Parlor Games Package: Packages include all-time favorite classic games like *Air Hockey*, *Pool*, *Dome Hockey*, *Ping Pong*, *Foosball*, *Basketball Pop Shot* and *Electronic Darts*, with the added option of *Skee-ball*. Access to electric is needed for some games.



Baseball Speed Pitch: Pitch a baseball into the large catcher's booth, which electronically tests the speed and accuracy of your pitch. Item requires a 30-ft. by 15-ft. by 12-ft. level area with access to 2 – 110-volt 20 amp electrical sources.

Basketball Slam Dunk: Players jump off of a launching pad that propels them toward the basket to dunk the ball in the 8.5-ft. height hoop. This item requires a 30-ft. x 13-ft. x 12-ft. high space with access to 110-volt 20 amp electric.



Boulderdash: Two opponents face off head-to-head in this wild obstacle challenge, zigzagging across foam platforms while dodging 6 swinging foam boulders hurled by onlookers, testing opponents physical skills and strategy. The first person to make it to the other end is the winner. This item requires a 15-ft. x 50-ft x 15-ft. high level space with direct access to 110-volt 20 amp electric, along with 6 volunteers.

Bounce ~ 4-in-1 Fun House: This item is for children 13 years and younger, featuring a large bounce area that leads to an obstacle course, up steps and down a slide. 4-in-1 Fun House comes in two motifs, either the *Wizard's Castle* or *All Star Arena*. Either includes an operator and requires an 18-ft. x 17-ft. x 17-ft. high space with access to 110-volt 20 amp electrical sources.



Bounce ~ 5-in-1 Fun House: This multi fun bounce features a large jumping area, along with a basketball hoop, obstacles, climbing challenge and a slide. Spectators have a clear view of all the active fun in this unique inflatable, requiring a 20-ft. x 20-ft. x 15-ft. high level space with direct access to 1 separate 110 volt 20 amp circuit.



Bounce ~ Classic Bounce: Bounce, jump, or roll - you can do it all in our moonwalks which accommodate kids of all ages. The Moon Bounce requires a 15-ft. x 15-ft. x 14-ft. level space with direct access to 110-volt 20 amp electrical power, includes an operator.



Bounce ~ Jumbo Bouncer: This super-size bounce requires a 20-ft. x 20-ft. x 15-ft high level space with direct access to 110-volt 20 amp electrical power.



Bounce ~ Bouncer of Monkeys: This moon bounce has a "Barrel of Monkeys" motif and can accommodate kids and adults of all ages. The unit requires a 15-ft. x 17-ft. x 19-ft. high level space with direct access to one 110-volt 20 amp electrical power source.

Bouncy Boxing: Two opponents put on huge, padded gloves, stand on an air-filled boxing ring and then attempt to box/knock their opponent off of their feet. The item requires a 20-ft. x 20-ft. x 10-ft. high space with access to a 110-volt 20 amp electrical source.



NEW! Bubble Soccer: Up to 8 people (2 teams of 4) play the game of soccer while wearing giant, air-filled bubbles that completely cover their heads and torsos. The protective plastic chamber has inner handles and shoulder straps that enable players to literally defy gravity, allowing them to bounce around and knock opponents out of the way and off their feet – all while protected inside their inflated sphere. A large, level grass area is required, plus 2 volunteers to assist the referee attendant.



Bungee Ball: Two opponents are harnessed to a bungee cord and attempt to make a basket into the opposing hoop while pulling against their opponent, bungee tug-of-war style. It requires a level 31-ft. x 14-ft. x 7-ft. space with access to 110-volt 20 amp electrical sources.

Bungee Run: Two participants are strapped to separate bungee cords that are attached to the end of the divided runway, and they race to be the first to cross the finish line without being pulled back by the bungee's resistance. Item requires a 40-ft. x 20-ft. x 10-ft. high space with access to 2 separate 110-volt 20 amp electrical sources.



Carnival Booths/Tents & Games: Packages feature tented game booths with striped awning and skirts in packages of 6, 9, or 12 games. Each game requires a 10-ft. square space to be set in rows, featuring your choice of classic carnival games like *Frog Bog*, *Ring Toss*, *Balloon Darts*, *Ping Pong Fish Bowls*, *Hoop the Blocks*, *Roller Bowler*, *Gone Fishin'*, *Milk Cans*, *Cartoon Wheel*, etc. plus prizes and game attendants either you or we provide.

Casino ~ Monte Carlo Night: Casino-style entertainment packages featuring an exciting array of authentic games such as *Craps*, *Blackjack*, *Roulette*, *Texas Hold'em*, *Let It Ride Poker*, *Classic Poker* and genuine casino *Slot Machines*. Packages include the playing cards, dice, chips and tokens, play money, raffle tickets and our friendly, professional dealers, or training for your volunteer dealers.



Criss Cross Collision Course: Features 2 giant spheres that participants run inside of (like a hamster ball), pitting 2 opponents against each other in an attempt to be the first to pass through obstacles and varied terrains and reach the finish line. For an added "splash," the C-4 has 4 traps that can be filled with a couple inches of water. Set up requires a 40-ft. wide x 100-ft. long x 7-ft. high level space set on grass, turf or carpet only.



DDR & Rock Band Games: *Dance Dance Revolution (DDR)* combines quick reflex action with pulsating dance music for intense fun. Players are challenged to match their dance steps with the flashing arrows on the screen while keeping up with the high energy beat of the music. *Rock Band* is an all-new platform for gamers ready to take on the challenges of playing in a Rock & Roll band. Available Instruments are guitars, bass, drums and vocals, and players can perform as a solo act or form a band and jam together with multiplayer action. The event operator serves as host, alternating between the games.

Dance Heads ~ Boogie Body Dancing: The newest high-tech version of *Dance Heads* style fun. Guests choose a music video, and then bob their head along with the beat of the song. Using state-of-the-art "Green Screen" technology, guests' heads are superimposed onto professional dancer's bodies as they "sing" along to some of the greatest pop hits of all time. After the song is completed, a memorable DVD of the performance is given to each guest to take home, and event includes a Master DVD featuring all of the performances.



Defender Dome ~ Extreme Dodge Ball: Defend your goal against the three other players in this fast moving, extreme dodge ball game, played inside a gigantic 35-ft. inflatable court. Four players face off against each other defending their goal against the others while trying to sink their balls into their opponents' goals. The unit has netted walls and a ceiling with a large viewing area into the dome at each goal, and requires a 35-ft. x 18-ft. high space with access to 2 – 110-volt 20 amp electrical sources.



Digital Recording Booth: Step into the acoustic isolation recording booth, choose a song from 1,000+ then sing karaoke style along with the track. The professional sound equipment instantly records the performance onto a CD ready to take with you. Up to 3 people can perform in the booth at one time, each receiving a copy of their group's performance. Unit requires a 5-ft. square x 8-ft. high, level area and direct access to 2 separate 110-volt 20 amp electrical power, 2 – 6-ft tables, 2 chairs, includes technician.

Discovery Dome: Go on a virtual field trip while seated inside the Discovery Dome! Features interactive programs that offer various levels of programs for teens, college students and adults like *The Live Star Show*, *The Ghosts of Tikal (Mayan History)*, *Ancient Egyptian Temple* and *Secrets of the Dead Sea Scrolls*.



Dunk Tank: The classic carnival novelty! A person is seated above a tank full of water as participants attempt to hit the seat-release lever with a ball or a beanbag, which drops the person into tank of water. The tank requires a hose and water source, holds 450 gallons of water, and takes approx. 1 hour to fill. You will need to provide a volunteer to assist our attendant during the event.



Fun Derby: Riders sit on inflated bouncy balls with handles, hop down the inflatable race track against 2 opponents (3 compete at once) attempting to be the first to cross the finish line. The race track features 3 lanes for 3 riders at one time, and requires a 30-ft. x 18-ft. x 10-ft. high, level space with direct access to 110-volt 20 amp electric.



Game Shows ~ Fabulous Feud & Game Show Mania: These fast-paced trivia game show tests the contestant's knowledge with a mixture of questions on topics relating to sports, music, television and movies, featuring lively emcees, impressive sets that can include the host podium, up to 4 contestant boxes, each with their own microphone, buzzer, digital score boards and/or large video screen displays and full Disc Jockey sound system with lighting.

Gameshow Junkies: This fast paced competition is a combination of popular elements from top game shows like *Name That Tune*, *Minute to Win It*, *Let's Make a Deal* and *Trivia Time*, including fun challenges that test contestants' knowledge of music, general trivia, physical dexterity and luck at beating the odds. Up to 10 teams of up to 10 players each compete in 6 rounds played over 2 hours (although larger crowds of up to 300 people can play - call for details).



Giant Slides: Huge inflated slides from 18-ft. to 24-ft. high, air-filled slides good for children and adults alike. Require a level space with direct access to 110-volt, 20 amp electric power.

Giant Slide Accelerator: Two people can accelerate down dueling slides and land into a padded area. The item is great for all ages and includes 2 attendants. The unit requires a 25-ft. x 18-ft. x 18-ft. high level space with direct access to 110-volt 20 amp electrical circuit.



Gladiator Joust: 2 people stand on pedestals above air-filled ring, and use padded poles to try to knock opponent off. The unit requires a 30-ft. x 20-ft. x 10-ft. high level space with 10-volt 20 amp electric.



Golf ~ 9-Hole Miniature Course: features a variety of challenges and obstacles, including the individual holes, golf clubs, balls, score cards and attendant. Set-up requires access to the area at least two hours prior to the event, a minimum of a 3-ft. by 6-ft. space for each of the nine sections. Some pieces can be used with or without electric.



Golf Simulator: Players step up to the self-contained virtual golf game enclosure to interact in the full swing golf simulation. This unit features a huge screen with choices of actual golf course images. Players swing a club activating the censor that tracks the ball and generates the image onto the virtual screen image of the course. Players can play 1 hole to 18-hole courses and change among a variety for actual golf course locations, requires a 15-ft. x 30-ft. space with direct access to 110-volt, 20 amp electric.

NEW! Hamster Ball: Just as much fun to watch as it is to play! Two opponents, each completely inside of a huge inflated sphere, race up and down the course (hamster ball style) while having to pop over low "curb" inflatables from one section of the course to the next. Requires a level 20-ft. wide x 50-ft. long space with direct access to 110-volt 20 amp electric.



High Striker: Guests swing a mallet, hitting the mark, attempting to send the ball to the top of the 14-ft. pole to ring the bell.



Steelers High Striker: This classic carnival challenge is 17-ft. tall striker and no power is required.



Human Bowling: A person sits inside the large steel sphere while teammates bowl it toward enormous air-filled bowling pins. The unit requires a 15-ft. wide x 30-ft. long x 8-ft. high area and access to a 110-volt 20 amp electrical source.



Inflate-A-Hoops: Two participants attempt to sink baskets into the inflated unit's hoops from up to 16 feet away. Item requires a 16-ft. x 13-ft. x 15-ft. space with access to a 110-volt 20 amp electrical source.

Inflatable Climbing Mountain: This 28-ft. high, inflated mountain can accommodate 2 or 3 climbers at a time, and requires a 30-ft. x 30-ft. level space with direct access to 110-volt 20 amp electric



Jungle Adventure Playland: Recommended for ages 4 through 10, this jungle motif kid's play center is packed with hours of fun! Kids can run through the obstacle course, go down the covered slide, bounce and run through the pop-ups. Item requires a 15-ft. x 26-ft. x 12-ft. high level space with direct access to 110-volt 20 amp electric.

Jurassic Adventure: Enter the obstacle course through a dinosaur bone yard, use ropes to climb up the rocky terrain of the volcano at the mountain's peak, take the fastest route to the bottom on one of the two 10-foot high inflatable slides, then race through and around the obstacle's challenges. Unit features sound effects and a start and stop timer system for team challenges, and requires a 24-ft. x 29-ft. x 15-ft. space with access to 2 - 20 amp electrical power sources.



Kids Loader Bouncer: The detail on this skid loader bouncer is truly incredible - from the spot lights to the giant tracks on the sides. Kids will love bouncing on this realistic, larger-than-life novelty. This item requires a 13-ft. x 14-ft. x 20-ft. high level space with direct access to 110-volt 20 amp electric.



Ladder Climb: This inflatable challenge has a rope-style ladder strung over a large air-filled cushion at a 45-degree angle. Climbers test their acrobatic skills by attempting to climb to the top of the rope ladder without twisting or losing their balance and falling onto the air-filled cushion below. This item requires a 20-ft. x 30-ft. x 12-ft. high area with access to a 110-volt 20 amp electrical source.

Laser Tag ~ UFO Arena: Eight to ten players participate at one time, manned with a laser gun and vest. The vests light up and vibrate when its sensors are "hit" by a laser beam. Games are played as individual challenges with players attempting to register the most amount of hits by the conclusion of the round. UFO requires a level 50-ft. x 50-ft. x 24-ft. high space with direct access to 3 separate 20 amp power sources.



Laser Tag ~ Mobile Style: Can be erected outdoors or in any large room or gymnasium, up to a total of 16 people play at once in 2 teams of 8 players, set up includes up to 30 lightweight arena obstacles and the high-tech digital score box, and LED Lighting and Sound System options. The laser tag equipment is radio controlled, so players receive an audio feedback every time they successfully tag an opponent.



Mechanical Bull: Challenge the bull! The control operator can slow the ride down so that any youngster or novice can get on for a ride ~ but with just the turn of the control knob, can bring the speed up to challenge even the best of riders. The Mechanical Bull is surrounded by an inflatable 15-ft. base for rider to land on, and requires a level 20-ft. square space x 12-ft. minimum height clearance with direct access to one 110-volt 20 amp independent electrical circuit.



MegaFlix ~ Make Your Own Music Video: Pick a song from a huge library of music, pick the video's background footage, pick your costuming and props, then stand in front of the green screen and sing. Each performer receives a DVD of their performance. Set up requires a 12-ft. wide x 20-ft. space with access to 2 separate 110-volt electric sources. If outdoors, a tent will be needed.

Micro Reality Car Racing: Drivers race each other with their own steering wheels, shifter and throttle. The 1/10th scale stock cars are not on slots, and can be maneuvered forward, in reverse, fast, slow, and 360. The race laps are automatically registered and displayed on a digital lap counter. The huge oval track comes in various sizes, complete with banked walls and checkerboard skirting, including 6 car racing system with individual steering wheel style control stations, stereo system and digital lap counter - up to 120 guests can have an opportunity to play in one hour.



Mobile Gaming Trailer: The mobile gaming theaters are fully climate-controlled and self-powered, featuring 4-5 huge wide screen high-definition TVs, 2 Wii, 3 Wii U, Xbox 360, Xbox One, PlayStation 3, and over 100 of the greatest video game titles, accommodating from 16 to 22 players at the same time. The trailer features surround sound, colored LED lighting and a library of awesome video games to choose from. All you need to provide is a cleared parking space for the 28-ft. trailer and truck.



Money Chamber (Plexiglas): Booth features flashing lights, an electronic countdown timer and scrolling message board for your personalized messages. The booth requires a 5-ft. x 5-ft. x 10-ft. high, level area with access to a 110-volt 20 amp electrical source. You will need to provide 200 *plus* pieces of play money and/or coupons and/or real cash to circulate in the booth.



Money Machine (Inflated): Participants step inside the giant inflated chamber and are given a predetermined timeframe to attempt to grab as much floating play money (or real cash/coupons you provide) as they can. The chamber requires a 5-ft. x 5-ft. x 12-ft. high level space with access to a 110-volt 20 amp electrical source.



Obstacle Challenge: This 45-ft. long Obstacle Challenge allows participants to compete against each other to see who can complete the course in the fastest time through vertical and horizontal challenges. This unit requires a level 41-ft. x 13-ft. space with direct access to 110-volt 20 amp electric.



Obstacle Race: This 30 foot obstacle takes you on a challenging crawl through tunnels, maneuvering around pop-ups, with stamina-building climbs and descends, requires a 30-ft. x 12-ft. x 12-ft. high level space with direct access to 1 – 110-volt 20 amp circuit.

Ocean Island Obstacle Course: Two contestants race through this obstacle course, jumping and stepping around and through the various obstacles that are blocking their way. The unit requires a 60-ft. x 13-ft. x 8-ft. space with direct access to 110-volt 20 amp electric.



Ultimate Obstacle Course: This huge obstacle course has challenges that take players around, over and through it. The unit requires a 40-ft. x 30-ft. x 18-ft. high, and requires 3 separate 110-volt electrical circuits, set in a site within 100 yards of the load-in location. It can be set on grass, asphalt or indoor flooring.

Operation Game: The popular board game is now available life-size! Our Operation table includes oversize cards and tongs for retrieving "body parts" from the "patient."



Operation requires one 6-ft. banquet table and access to electricity.

Oversize Games Package: Includes your choice of 4 to 7 fun challenges and large size versions of classic childhood games including *Giant Connect Four*, *Cannonball (Kurplunk)*, *Box Hockey*, *Giant Checkers*, *Longhorn Lasso*, *Giant Twister* and *Frisbee Toss*. No power required.



Parlor Games Mix Package: Offering a different grouping of games than the arcade package, the Parlor Games Mix features choices of 4 or more games of *Electronic Golf Putt*, *Tailgate Toss*, *Steelers Pong*, *Foosball* and *Custom Wheel*, *Poker Table*, *Blackjack Table*, *Money Wheel*, *Cash Quiz Trivia* and/or our *Huge Operation* game. Want more games? Call for details about extending this package further by adding *Pool Tables*, *Ping Pong*, *Air Hockey*, *Foosball*, *Basketball Pop-Shot*, *Bumper Pool*, *Dome Hockey*, etc.



Penalty Kick Shootout: Stage your own World Cup competition with our new Penalty Kick Shootout. Our exclusive goal-scoring ball-return system returns the balls to your opponent's side. This unit requires a 19-ft. x 14-ft. x 16-ft. space with access to 110-volt 20 amp electric, electric.

Photo Booths: Offering classic black and white or full color photo strips. Some booths feature a variety of other photo styles in 4x6 size along with custom logo placement.



SnapShot Photos: This latest in instant photos, SnapShot boasts today's technology with a multitude of photo and video options that will rock your party like instant social media interaction (Email, Facebook and Twitter), a variety of photo sizes, green screen options, logo, video greetings and online gallery capabilities.

SlickPic Photo Kiosk: This freestanding, instant photo system features a giant 46" interactive touch screen that guests can easily take and view photos on, increase or decrease the image size, drawing personalized messages or artwork directly on their photo screen image, add online props and thought bubbles - there are a multitude of ways to personalize the photo before printing. The kiosk has a sleek, clean design and great for indoor or outdoor use.



Pit Stop Challenge: Team are timed as they race to change the real front and back tires of the "race car or Steelers theme car," utilizing an actual DeWalt Air Compressor, hose and impact wrench.



Power Shower: Person stands in the transparent shower stall while others try and soak them by attempting to hit the target. The item requires a 4-ft. x 4-ft. x 7-ft. level area with access to a hose and water source.



Putting Challenge: Features a unique flexible play field surface with a patented breakthrough technology that creates a variety of different contours including: uphill, side hill, left, right, and even double dips, adjusted by the games computer to simulate real golf greens. The item requires level 4-ft. x 8-ft. space with access to one 110-volt electrical outlet and includes an attendant.

Quad Power Jump: Up to 4 jumpers in state of the art harnesses, connected to the patented bungee cords, jump off inflatable bounce pads, reaching heights of up to 32-feet! The Quad accommodates both children and adults from 30 lbs. to 200 lbs., requires a 40-ft. square, level space with direct access to 2 separate 110-volt 20 amp electrical circuits.



Quarterback Blitz: Tests your quarterback skills. The unit requires a 16-ft. x 15-ft. x 15-ft. high space with direct access to 110-volt 20 amp electrical power.



Rapid Fire: Teams of 2 players start with four balls per lane, 16 balls total. When the referee blows the whistle, each player is in a mad dash to pass their balls through the holes in the netting separating the opponent across from them. The unit requires a 32-ft. x 11-ft. x 10-ft. high, level space with direct access to 110-volt 20 amp electric.

Red Zone Football Challenge: Two opponents are strapped into bungee cord harnesses, grab a nerf-type football and, while back to back, run towards their "goal" and attempt to sink their football into one of the score holes. The unit requires a 31-ft. x 14-ft. x 7-ft. high, level space with access to 110-volt 20 amp electric.



Robo-Surfer: Each surfer stands on an authentic surfboard that is mounted on a hydraulic mechanism as they attempt to Hang 10 while the operator controls the "waves." The surfer is surrounded on all sides by a brightly colored inflatable airbag that provides a safe, cushioned landing. The unit requires a 25-ft. x 15-ft. x 8-ft. high level area with access to 2 separate 110-volt 20 amp electrical sources.



Robotic Boxing: Two participants are attached with waist poles that provide movement, and hold handgrips to manipulate the arms of a 3-ft. high all-metal robot boxer, each attempting to knock over or knock the block off their opponent while moving their boxer around the waist high boxing ring that features an electronic scoring system, requires an 8-ft. x 6-ft. x 6-ft. high level area with access to a 110-volt electric.

Rock Wall: Realistic look and feel Rock walls tower over 25' high for an extreme climbing experience. The wall accommodates 2 climbers at one time assisted by experienced staff. A 4-sided auto belay system ensures a 100% safe climb for children and adults alike. Set up requires a level outdoor surface that allows for direct truck and trailer access (the wall remains attached to the trailer). No electricity is required.



Simulator ~ T-6 Motion Flight Simulator: Six passengers enter the simulator and are taken on a wild ride complete with sight, sound and motion. The craft shifts from side to side, lifts, dips and drops creating a variety of motion experiences for the passengers, with 18 different programs available, requires a 20-ft. square area with direct access to 208/230-volt 60 amp power.



Simulator ~ M-4 Flight Simulator: Jet plane simulator takes participants on an unforgettable "flight" as they see themselves racing through the sky, hear the roar of the engines and experience actual 360 degree rolls. The simulator comes self-contained in a trailer and requires a 15-ft. by 20-ft. area with access to 2 separate 110-volt 30 amp power sources.

2 Skee-ball Games: Includes a classic style game and a basketball theme version skeeball game. Each requires a 12-ft. x 3-ft. level pace with direct access to electric.



Skee-ball (Inflated): a 9-ft. x 16-ft. x 8-ft. high space with direct access to 110-volt 20 amp electrical power.



Slot Car Racing: An extreme racing rush for all speed enthusiasts with up to 5 remote controlled cars racing at a time. Each racer has their own steering wheel, controlling their car around the race track in a challenge for the checkered flag. The race car track requires a level 15-ft. x 6-ft. space with direct access to a 110-volt 20 amp electrical source and an event operator is included.

Sumo Wrestling: Features 2 over-stuffed Sumo suits, wrestling mat and referee. Participants climb in suits then attempt to knock their opponent down onto the mat and/or out of the ring. Item requires a level area 25-ft. long by 25-ft. wide by 8-ft. high (no electricity is needed).



Surf n' Slide: Huge inflated version of a slip n' slide is great for kids and adults, requires an 10-ft. x 30-ft. x 7-ft. high, level space with direct access to a 110-volt 20 amp electric source and your garden hose and water source. The slide's drip line requires a constant water flow that is set at a low pressure – just enough to keep the game slippery. Direct truck accessibility is required for load-in and out.



Titanic Slide: Participants slide down a huge, 50-ft. long x 30-ft. wide x 33-ft. high, air-filled “sinking ship” motif slide. The Titanic Slide accommodates both children and adults and requires access to 3 separate 110-volt 20 amp electrical sources.

Trackless Train: Features an engine with seated operator pulling three brightly colored cars, along with music or narration capabilities. Cars are equipped with seat belts and carries up to 18 passengers of all ages and can operate on gravel, asphalt or grass. The train is an outdoor novelty only. An operator is included and you will need to provide 1-2 volunteer assistants as well as assist at the conclusion of the ride.



Twister (Inflated): The 15-ft. x 15-ft. inflated “board” game is played with a set of huge dice...one with the body parts and the other with the colors that players roll to determine their next move. The game comes with an attendant and requires a direct access to 1 - 110-volt electric source. It can be set-up indoors or outdoors on a level surface of grass, asphalt or concrete.

Velcro Wall: Players don a velcro suit and take turns hurling themselves toward the velcro wall, attempting to stick their bodies higher up on the wall than their opponents did. This novelty requires a 25-ft. x 20-ft. x 14-ft. high, level space with access to 2 - 110-volt 20 amp electrical sources.



Virtual ~ Hang Gliding Simulator: Players slide into an authentic harness and cocoon style bag that is suspended above the ground by a stationary glider base, before donning virtual reality goggles and choosing from a variety of gliding locations so they can experience the thrill and sensation of hang gliding, actually steering the glider and enjoying the birds-eye-view of hovering over and flying through the landscape.



Virtual ~ Jet Ski: Two players/competitors don virtual reality goggles and sit on the racing thunder seat that is equipped with a steering device on a console. They then choose the racetrack and the character that will ride their jet ski. Choose whether you would like to set up 2 consoles with VR goggles for single competitor racing, or a split screen projection unit and do head to head racing.

Virtual Kayaking Simulator: Sit in an actual kayak suspended in mid-air, grab hold of the real paddle, and get ready to experience the sights, sounds, and feel of the rapids. Wearing virtual reality goggles choose from a variety of kayaking experiences without the danger or getting wet.

Virtual Laser Shooting Gallery: Choose from game themes like skeet, trap, hunt or police trainer, complete with laser pistol or rifle and large projection screen. The Laser Shooting Range requires a 12-ft. x 12-ft. space with access to 110-volt 20 amp electric and one 6ft. banquet table.



Virtual Thrill Rides (Coaster, Bob Sledding, Bull Ride, Rapid River, Airplanes): Experience first-hand the excitement and motion of a wide variety of experiences from a thrilling virtual ride on an actual coaster from theme parks across the country, or ride the rapids, feel the bull at the rodeo, etc.





Wii ~ Big Screen Gaming: Features the *Wii* gaming system graphics shown on a huge 10-ft. screen with a top quality rear-projection system or 42-inch plasma TV. Choose from a wide variety of Wii games like *Wii Sports*, *Big Brain Academy*, *Mario Kart*, *Game Show King Trivia*, *Smarty Pants Trivia Challenge*, *Midnight Bowling*, *Game Party 2*, *Guitar Hero III*, and *Tiger Woods Golf*.

Wrecking Ball: Four players climb atop their inflated pads - one player grabs the “Wrecking Ball” and hurls it at their opponent, attempting to knock them from their pad. The last person standing is the winner. The unit requires a 29-ft. x 29-ft. x 13-ft. high level space with direct access to 110-volt 20 amp power.



Mobile Zip Line: Bring the exhilarating fun of a zip line to your event! Participants zip down from the tower traveling up to 180 feet, are slowed by their tether towards the end of the ride with zip line attendants pulling them down to standing position (an added safety feature of an inflatable “stopper” is also placed at the far bottom of the line). Set-up requires a truck accessible 200-ft. long x 20-ft. wide by 30-ft. high level space.