

BEAT THE

# STORM<sup>®</sup>

The world's first Storm simulator where your guests can discover what it is like to be in a HURRICANE.

[www.BeatTheStorm.com](http://www.BeatTheStorm.com)  
[sales@storm-adventures.com](mailto:sales@storm-adventures.com)

SPEED LIMIT  
**160**  
 km/h

Put on goggles and you're ready to GO!

It's a high throughput capacity attraction for amusement parks, entertainment areas, science parks



## GAMIFICATION:

- Time challenge  
Who will be the first to get through the Storm?
- Exploration  
Play with the wind. Stand. Run. Jump. Lift your arms, fall forward, let the wind hold you.

Number of Beat the Storm Units	1	2	3	4
Operators required	1	1	2	2
Guest capacity per session	2	4	6	8
Max Throughput per hour	140	280	420	560
Gamingzone area, m <sup>2</sup>	30	60	90	120
Minimum space requirement, m <sup>2</sup>	75	185	295	410



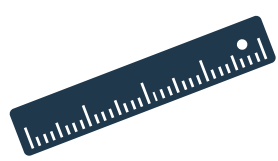
## KEY NUMBERS:



Age: **4-80** years



Throughput: **140-560** pax per hour



Space required: from **75** m<sup>2</sup>



Wind speed: **35-160** km/h



Efficiency: **0.16** EUR per one customer



Total investment: from **1M** EUR



Payback time: from **2** years



Placement: Indoors & Outdoors



Power connection: from 290 kW



Patented recircular wind tunnel technology



EN 13814:2019

"Fairground and amusement park machinery and structures – Safety" standard