

TECTRIX VR BIKE & VR CLIMBER PROMO VIDEO

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INT. TECTRIX EQUIPMENT ROOM

Demo person stands near VR Bike & VR Climber (Note: Right now she wears casual street clothes. A little later, when she demos the equipment, she'll be in her workout clothes)

DEMO PERSON:

Hi. I'm (*Name*). Congratulations! Your decision to purchase VR will create fun and excitement for your members. I'm here to show you how to get the most out of your new Tectrix VR equipment. Let's get started.

CU - Tectrix VR logo

The VR stands for Virtual Reality. And that's what separates

Back to demo person

VR Bike and VR Climber from every other piece of equipment in your club.

Another angle on demo person

Let's face it. There's one word to describe most traditional exercise equipment. It's boring. . . . Your members get bored, they burn out, they quit!

CU - Monitor, quick & exciting action from one of the VR Worlds

That's why we developed Tectrix VR -- to make exercising less tedious and more fun! The result -- more new members for your club, and less turnover of your current members.

Back to demo person

INT. HEALTH CLUB

Demo person near group of VR machines set up in ideal location

To get that result, the first thing you'll want to do is find the perfect place for your VR equipment. There are three words to remember: location, location, location. Your VR machines are unique and eye-catching. Use that to your advantage.

Another angle on VR machines, showing them grouped together & separate from other types of equipment

Be sure to keep all your VR machines together. They interact with each other and should be installed to utilize this feature.

Another angle on VR machines and wall, showing monitors facing away from it

Back to demo person with VR machines

INT. TECTRIX EQUIPMENT ROOM
Demo person with VR Bike & VR Climber

Demo person with VR Bike

Demo person behind VR bikes, near wall outlet

Demo person links 2 VR bikes with power cord, plugs it into wall

CU - power cord, showing where both ends of cord plug in

Demo person plugs in communications link

CU - communications link, showing where both ends plug in

Demo person shows CD-ROM disc in jewel box

Demo person switches on power

CU - location of power switch

And always make sure the monitors are facing away from the wall.

The idea is to get the maximum visual impact. Your members will see your VR equipment and want to use it, and so will potential members touring your club and thinking of joining.

Once you've got your VR machines set up in your prime location, you'll want to get them up and running as soon as possible.

Let's start with the VR Bike.

Before you can work out, you've got to plug in.

You can daisy chain up to four machines. Just link them together with the power cord, and the last one plugs into the wall.

To enable the bikes to interact, you'll need to connect them with the communications link, just like with the power cord. The last one you terminate with a plug. VR Bikes that are linked this way can all ride in the same Virtual World, letting riders compete with each other.

Next, you want to load the World Pack CD. It contains all the Virtual Worlds available on one easy-to-load disk.

Turn on the power switch to power up the CD-ROM drive. It's located right next to the power plug.

She shows location of CD-ROM drive at rear of unit

The CD-ROM drive is right back here.

She slides panel up

Just slide the panel up.

Presses button, tray comes out

Press the button and the tray comes out.

Loads disc into tray

Now load the CD into the tray.

Pushes button, tray goes in

Push the button again to return the tray.

Slips panel on

Slip the panel back on, and that's that.

Switches power off & on

Now turn the power off and then back on again to reboot the computer.

Demo person at monitor showing Setup screen

While installing your equipment, you'll want to customize it to fit your club's needs. At the prompt "If you wish to do Setup," press the lower two buttons on the left handle bar.

CU - Monitor, showing Setup screen

Here, you can set different parameters, such as Maximum Workout Time. Default time is the suggested time which will automatically appear on the screen. The maximum volume and the virtual world that's displayed when the bike isn't in use can also be chosen at this time.

CU - Buttons on right handle bar

To change the settings, use the buttons on the right handle bar.

Demo person presses Equals button, highlighting Maximum Workout Time on monitor

The Equals button highlights a selection, such as Maximum Workout Time.

Demo person quickly presses Plus and Minus buttons, increasing & then decreasing workout time setting on monitor

The Plus and Minus buttons change the value of the highlighted selection.

Demo person presses Start key on monitor keypad

After selecting your settings, press the Start key on the monitor, to exit Setup.

CU - Monitor, showing messages
- "SETUP done, settings saved.
Loading program . . ."
- "Testing CD Audio . . ."

You'll see a few more quick messages --

CU - Monitor, showing Main Menu

-- and then the Main Menu of all the Worlds appears.

Demo person climbs onto VR Bike.
She's now wearing workout clothes

Unlike a conventional recumbent bike, you'll make length adjustments by moving the pedal assembly, not the seat. This is to make sure each rider maintains the correct distance from the monitor.

CU - Setting at 10

Right now it's set at 10. That's too far away for me.

Demo person pulls lever, then front housing

To adjust it, just lift that lever underneath your seat on the right hand side, and pull the pedal assembly toward you.

Angle on her knees, slightly bent

You want to adjust it to a point where you're not hyperextended. There should be a little bit of bend in your knee.

CU - Main Menu on monitor

So here we are at the Main Menu of all the different Virtual Worlds. To select the World you want, you use the Equals button on the right handle bar, just like we did with the Setup menu.

CU - Monitor, demo person selects Sweeney Town from Main Menu

Let's work out in Sweeney Town. It's the first Virtual World ever created for the VR Bike.

CU - Monitor, "Set Time" screen

Before you go into Sweeney Town or any other World you

ECU - Monitor, weight selection

select, you'll see a screen where you'll choose the length of your workout -- then a screen where you enter your weight.

ECU - Monitor, weight selection, her hand discreetly covering it

(Silence, or maybe a fun game-show type sound effect)

Wider angle - Monitor, she selects Bicycle Mode from "Workout Profile" menu

Next, you'll want to select your workout profile. You can choose a programmed workout where the resistance changes based on the program selected, or bicycle mode. Let's pick bike mode. It's the most realistic. And reality is what VR is all about!

She sets difficulty level at 3

Finally, you want to set your difficulty level. One is easiest, fifteen is hardest. Let's start out at three. You can always adjust it during your workout.

CU - Monitor displays "Welcome to Sweeney Town"

Now we're all set to ride through Sweeney Town. Just start pedaling!

She pedals with her hands on handles

CU - Monitor - Sweeney Town - a few quick seconds of the best footage we can get from this World

(A few seconds of natural sound from Sweeney Town)

She demos how levers work. We see the result on the monitor.

To turn right or left, just pull the handle toward you and lean in the direction you want to turn.

CU - Monitor, montage, moving through various Sweeney Town buildings

In Sweeney Town, you can go through any building.

CU - Monitor, moving through Sweeney Town graveyard	You can whistle past the graveyard.
CU - Monitor, mountain bike race	Take a mountain bike ride.
CU - Monitor, long race	Or try a long race.
Demo person pedaling on bike	You can compete against the computer, or against other bikers if the bikes are linked together.
CU - Left handle buttons	The controls on the left handle bar work the same way no
CU - Menu choices on monitor	matter what Virtual World you're in.
CU - Map button on handle, she pushes it	"Map" does just what it says. It shows you a map of where you
CUs - Monitor, showing Map of Sweeney Town	are in relation to the various trails and riders. It's kind of like a
Demo person pedaling	directory in a shopping mall.
CU - Brake button on handle, she pushes it	"Brake" increases your resistance and <i>(slo-mo audio)</i>
Brief <u>slo-mo</u> of demo person slowing down on bike, sync. with audio	slowwwws youuuuuu downnnnnn.
CU (<i>Video back to normal</i>) - View button on handle, she pushes it	<i>(Audio back to normal)</i> "View" gives you an aerial view of the
CU - Monitor, showing aerial view of Sweeney Town	World you're in. It's like looking down from a helicopter.
She demos right handle buttons	On the <u>right</u> handle bar, the Plus or Minus buttons control your
CU - Right handle buttons, showing Plus & Minus	difficulty level, going up or down. It's like shifting gears on a real
	bike.
ECU - Equals button on handle	The Equals button returns you to the Setup menu.

CU - Monitor, Setup menu, showing information she describes

No matter what Virtual World you're in, the Setup menu shows you the time you've been working out -- your RPMs -- the miles you've covered -- your speed in miles per hour -- the calories you've burned -- and calories per hour.

Demo person on bike, shows location of keypad

Now let me show you how the keypad works.

CU - Start key, she points to it

The Start key always takes you back to the Main Menu of all the Virtual Worlds.

CU - Home key, she presses it

The Home key takes you right back to the beginning of whatever World you're in. That's useful if you're lost, or you want to meet up with another rider. The beauty of the Home key is that it won't reset your workout.

CU - Monitor, returning to start of Sweeney Town

CU - Demo person's feet on pedals. She's wearing red slippers, like Dorothy in the Wizard of Oz

There's no place like Home.

CU - Volume key, she presses it, lowering sound level and then turning it back up

The Volume key turns the sound up or down.

CU - Time key, she presses it

The Time key lets you lengthen or shorten your scheduled workout.

CU - Monitor, showing "Set Workout Length on Panel," with number increasing as she presses Time key

CU - Monitor, club owner's Setup screen (repeat shot from earlier in video)

This is why you always want to make sure to set the maximum workout time on the club owner's Setup screen.

Back to demo person on bike

Otherwise, your members'll keep lengthening their workouts and no one else will be able to use the equipment. Time flies when you're having fun!

CU - Help key

The Help key does just what it says. It gives you an on-screen tutorial for using the VR Bike.

CU - Monitor, Main Menu, selecting St. Benjamin's Island

The next Virtual World I'm going to show you is St. Benjamin's Island. It has a Caribbean theme. It's a great place to escape to in the dead of winter.

CU - Monitor, start of St. Benjamin's Island

CU - Monitor, racing around island

You can race around the island.

CU - Monitor, bumping tour guide

Or take a guided tour. Just bump a tour guide and follow along.

CU - Monitor, St. Benjamin's Island, going underwater

Here's my favorite part -- deep sea diving.

Demo person in swimsuit, goggles, snorkel & flippers, still pedaling on VR Bike with St. Benjamin's Island on monitor

(Natural underwater sound from St. Benjamin's Island)

CU - Monitor, selecting Penguin's Peak from Main Menu, then starting Penguin's Peak

The next World I want to show you for VR Bike is Penguin's Peak.

Demo person on bike, back in workout clothes

CU - Monitor, clicking on Map, getting aerial view

Click on Map, and you see where you are on the peak.

CU - Monitor, racing around peak

You can race around the peak.

CU - Monitor, slalom course

Take the slalom course.

CU - Monitor, going off ski jump

Or try the ski jump.

Demo person in ski jacket, wool hat & ski boots, still pedaling on VR Bike with Penguin's Peak on monitor

Demo person on bike, back in workout clothes

The last Virtual World I'm going to show you is Aztec. We think of it as "VR Sports." The game is kind of a cross between basketball and soccer, with a little racquetball thrown in.

CU - Monitor, Main Menu selecting Aztec

You don't have to build a basketball or racquetball court in your club. It's all right here on your VR monitor!

CU - Monitor, Aztec comes up on screen

The Setup screen for Aztec is a little different from the other Worlds. You can set the difficulty level from easiest to hardest. It's a handicapping system we've developed -- so players of any skill level, any age, male or female, can play one another competitively.

CU - Monitor, Setup screen, showing difficulty level

The Practice Court is a tutorial that teaches you how to play the game.

CU - Monitor, next Setup screen, showing Practice Court

The Singles Court lets you play against the computer, or against another linked rider.

CU - Monitor, Singles Court

The Expert Court is the most challenging.

CU - Monitor, Expert Court

On the Doubles Court, four competitors play simultaneously. They can play against the computer or other VR bikes.

CU - Monitor, Doubles Court

Let's go to the Singles Court and play against the computer.

Demo person on bike, selects Singles Court and starts to play

CU - Monitor, some hot footage of Aztec as she plays in Singles Court for a short while

(Natural sounds of Aztec as she plays for a short while. She scores, yells "Goal!", ad-libs "Alright!" and other comments, and is clearly enjoying herself.)

She finishes playing Aztec, blots her forehead and rings out her towel

What a workout!

CU - towel, water pouring out of it

DISSOLVE OR WIPE TO:
INT. TECTRIX EQUIPMENT ROOM
Demo person with VR Climber. She's still in normal workout clothes.

Setting up your VR Climbers is pretty much the same as setting up your VR Bikes, as far as plugging them in, networking them, and loading the CD-ROM. There's only one small difference.

Demo person at CD-ROM drive

The CD-ROM drive is in a different place. It's right back here.

Loading CD, quick montage of various steps

The cover's connected with Velcro. Just lift that off. Press the button exactly like you would on the bike. Load the CD. Push the button again. Turn the power off and on to reboot.

Demo person next to VR Climber, with Setup on monitor

The VR Climber has the same setup procedure as the VR Bike.

She gets on VR climber, starts climbing

To begin, just start climbing as you would on any other stair climber. But this isn't any other stair climber. It's the VR Climber! And that means you're about to climb into one of our Virtual Worlds!

CU - Monitor, showing Rocky vs. the Firebugs title screen

This World is called Rocky vs. the Firebugs.

CU - Monitor, playing "Rocky vs. the Firebugs"

You're in a biplane equipped with a water cannon. The object is to shoot out all the fires started by those nasty Firebugs flying around in hot air balloons.

CU - Monitor, showing score tally

Every time you put out a fire, you get more points.

She turns hand controls to steer left & then right

Turning the steering lets you steer left or right.

CU - Monitor, Rocky vs. the Firebugs, turning left & right

She turns controls to go up & then down

Pull up to climb up into the air, and push down to decrease your elevation.

CU - Monitor, Rocky vs. the Firebugs, moving up & down

ECU - Monitor, water tank gauge, Rocky vs. the Firebugs, diving & filling up tank

When your tank is low, it can be refilled by diving into the water.

CU - Monitor, some hot game footage from Rocky vs. the Firebugs, ending with two players trying to shoot each other down.

Just like on the VR Bike, you can race against the computer or another linked climber. Two climbers can dogfight and try to shoot each other down.

Demo person wears fighter goggles and a long white scarf as she engages in a dogfight. Wind (from fans) blows the scarf back.

(Natural sound, Rocky vs. the Firebugs, a few seconds of aerial combat between two players)

CU - Monitor, showing start of Deep world

Let's switch to a different Virtual World -- called Deep.

CU - Monitor, scenes of diver & sea monsters

You're a deep sea diver exploring for treasure, but make sure to watch out for those sea monsters. Toxic waste has turned these sea creatures into raging beasts.

ECU - Monitor, shot of bubbler & air gauge

Since you're under water, you have to keep an eye on your air gauge and refill it by swimming through a bubbler when it gets low. If you run out of oxygen, you'll lose your treasure.

CU - Monitor, shooting sea monster, collecting treasure

Demo person - wearing crown & lots of pearls & jewels

Demo person back in workout clothes

CU - Monitor, 2 divers on one screen shooting & taking treasure

CU - Monitor, scenes from Aztec

CU - Monitor, several players competing in Aztec

DISSOLVE OR WIPE TO: Demo person standing near VR Bike & VR Climber, in similar position as at opening of video, and back in street clothes

CUs - Monitor, quick cuts, montage of scenes from various Worlds

Score points by shooting the monsters with your plasma gun, transforming them back into harmless fish. Collecting treasure is another way to increase your points. When you have a full treasure bag, head for one of the underwater banks to deposit your valuables for bonus points.

Like all our VR Worlds, there's room for competition. You can play Deep with up to four other climbers and dogfight to take someone else's treasure.

Here's Aztec for the VR Climber. Just like Aztec on the VR Bike, it's the same fast-paced VR Sports event.

With Aztec, VR Climbers and Bikes can be networked in any combination, so that up to four people can play against each other on the VR equipment of their choice. Choose your weapon.

The great thing about the VR Bike and VR Climber is that every time you work out in a different Virtual World, it's like having a whole new exercise machine! And we've got some new Worlds "under construction," so you'll always have a new attraction for your members! The fun never ends!

INT. HEALTH CLUB

Demo person with VR equipment

For the first couple of weeks after you get your VR equipment up and running, it's a good idea to assign a "VR Specialist" during prime time in your club to help first-time VR riders and climbers. People are always a little intimidated by new equipment. They just need some encouragement and instruction.

Demo person shows event planner kit

A great way to motivate your members is to get them involved in team competition. Tectrix has developed event planner kits, with everything you need to stage your own competition.

CU - event planner kit

Demo person wears event planner buttons. Behind her, a banner promotes the VR event

Promotional buttons, banners, and art work make your job easy.

CUs - forms

We've included simple instructions for your staff to follow. These include checklists, match, sign-up, and score sheets.

Angle on Demo person with forms

All you have to do is photocopy them, sharpen some pencils, and you're ready to go!

INT. TECTRIX EQUIPMENT ROOM

Demo person standing in front of VR Bike & Climber, in same position as at opening of video, only now she's back in her VR Bike workout clothes

So what are you waiting for? It's time to get your members on your VR equipment -- and make VR fun pay off for you!

Another angle on demo person

If you have any questions about your Tectrix VR equipment, just call our Customer Service or Tech Support. Enjoy!

Demo person climbs onto VR bike, starts pedaling furiously, having a great time

(Best natural sound we can find from a Virtual World, or audio montage of several of them)