EXHIBIT A

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(54) **INTERACTIVE VIRTUAL REALITY PERFORMANCE THEATER ENTERTAINMENT SYSTEM**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

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Related U.S. Application Data

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(51) **Int. Cl.**[7] **A63F 13/00**
(52) **U.S. Cl.** **463/31**; 463/42; 463/32
(58) **Field of Search** 463/30–33, 40–42; 348/13–15

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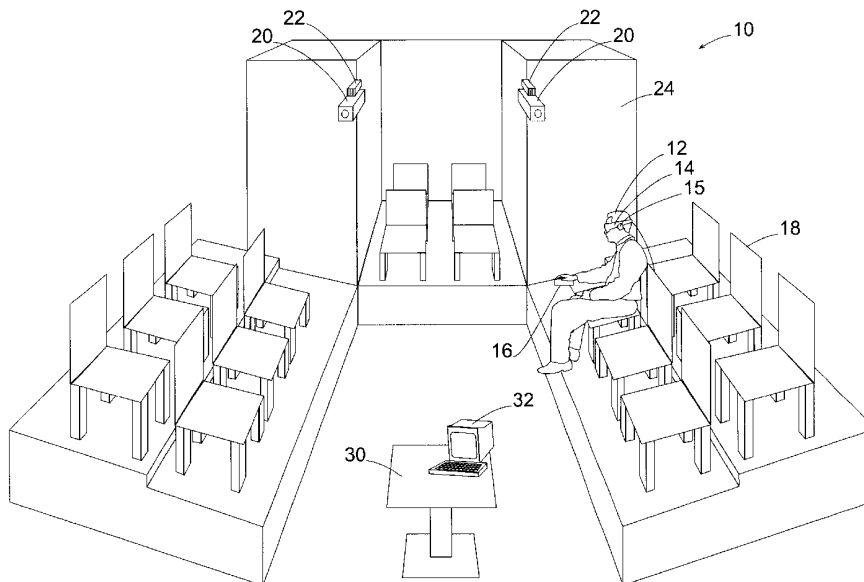
(57) **ABSTRACT**

The present invention relates to a novel interactive virtual reality (VR) performance theater and environment in which a plurality of participants enjoy an entertainment and/or educational experience. The performance is viewed by the participants through VR display devices such as a head mounted display, wherein both an immersive graphical environment and live and/or pre-recorded performers are viewed. The participants exert limited control over the content and outcome of the performance through the use of input devices, such as hand held input devices having a plurality of buttons, and/or voice communications, while viewing the live or pre-recorded performers whom are mixed within the immersive VR environment. The system uses interconnected computers, video and audio processing devices, and furthermore includes a network interconnecting the computers, participants, and live/pre-recorded performers for video, audio, and graphics transmission.
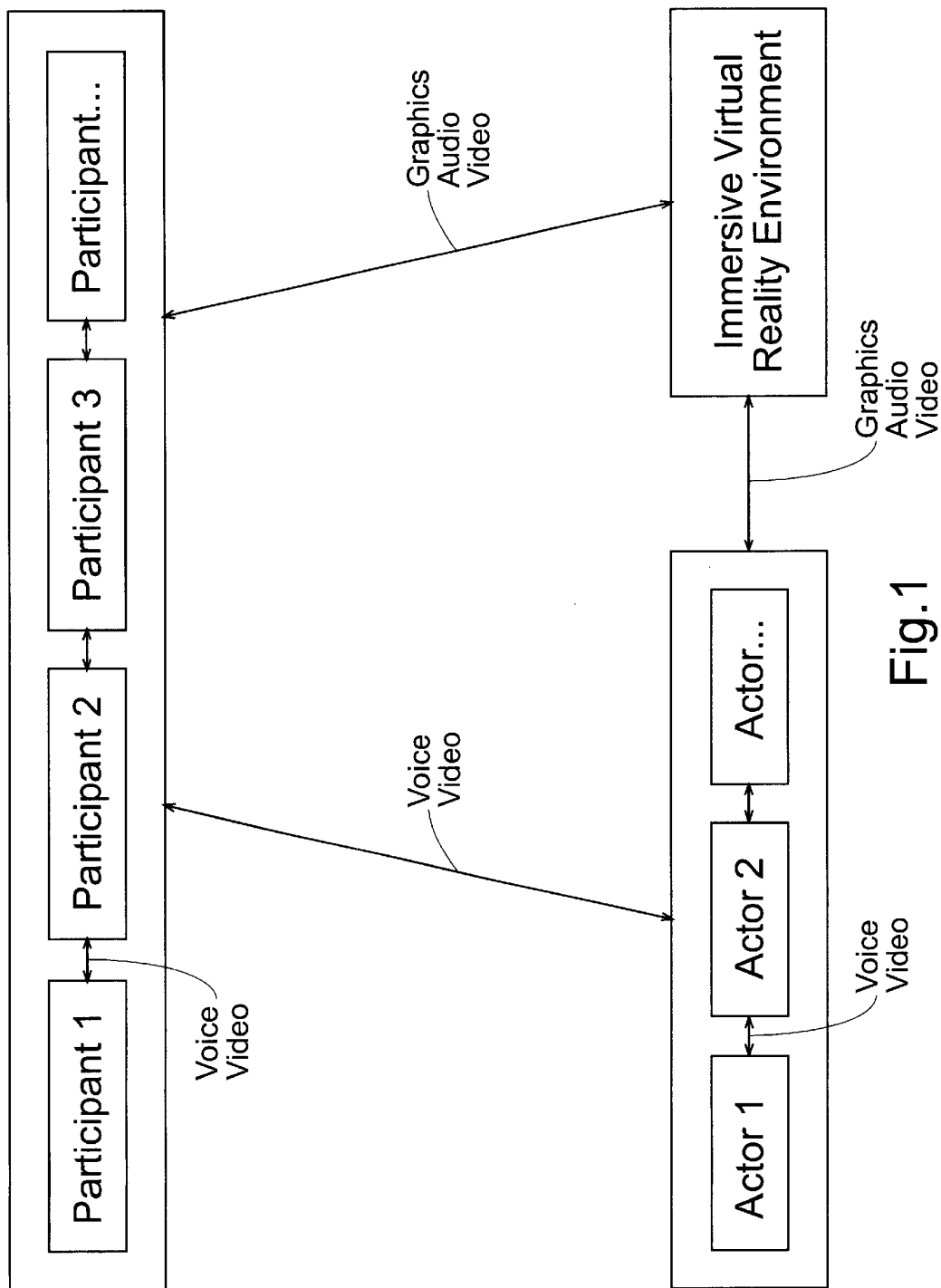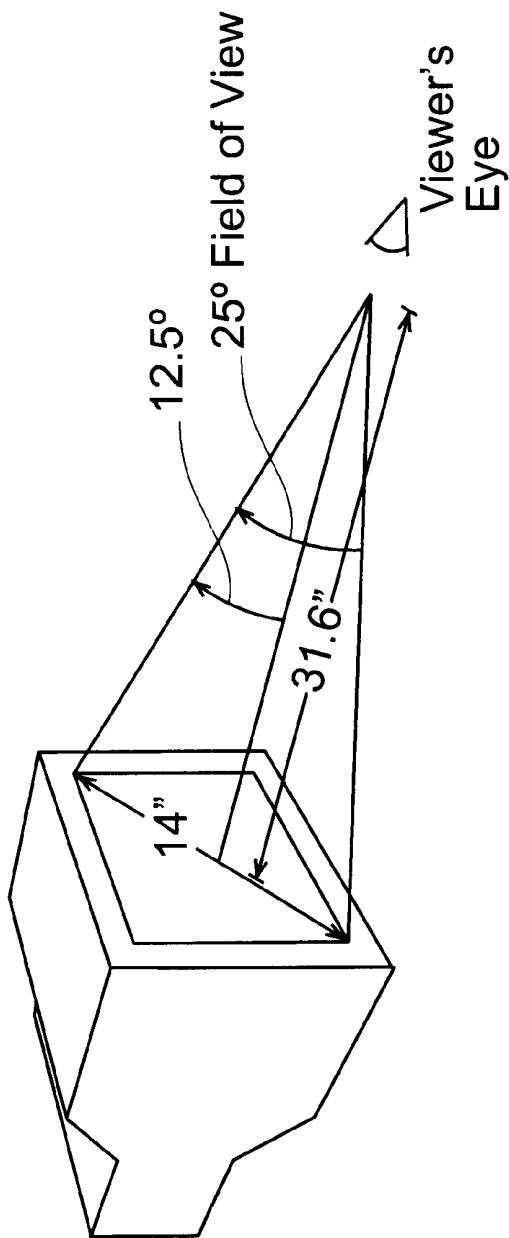
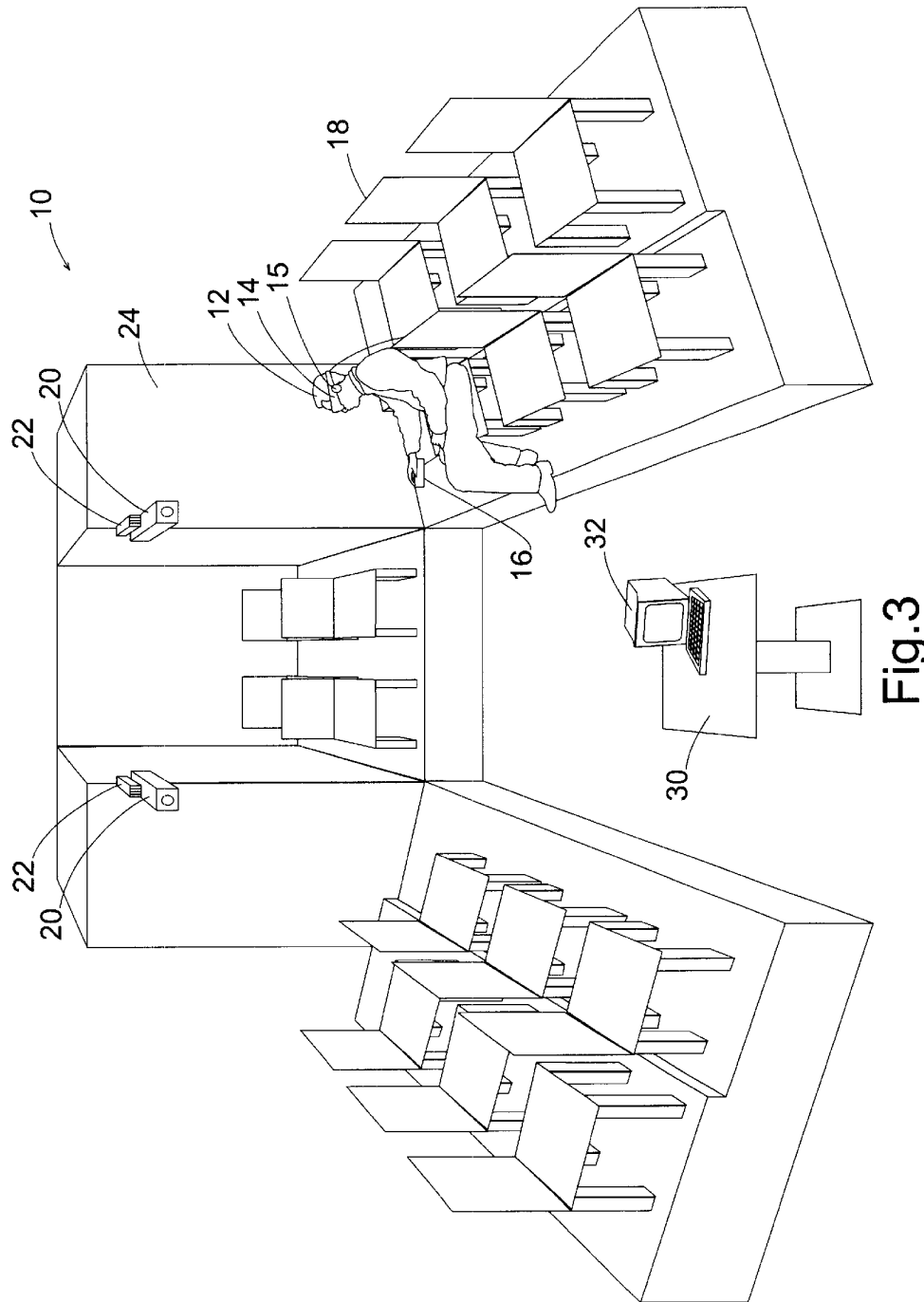**9 Claims, 11 Drawing Sheets**

Fig.1

Fig.2

Fig.3

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