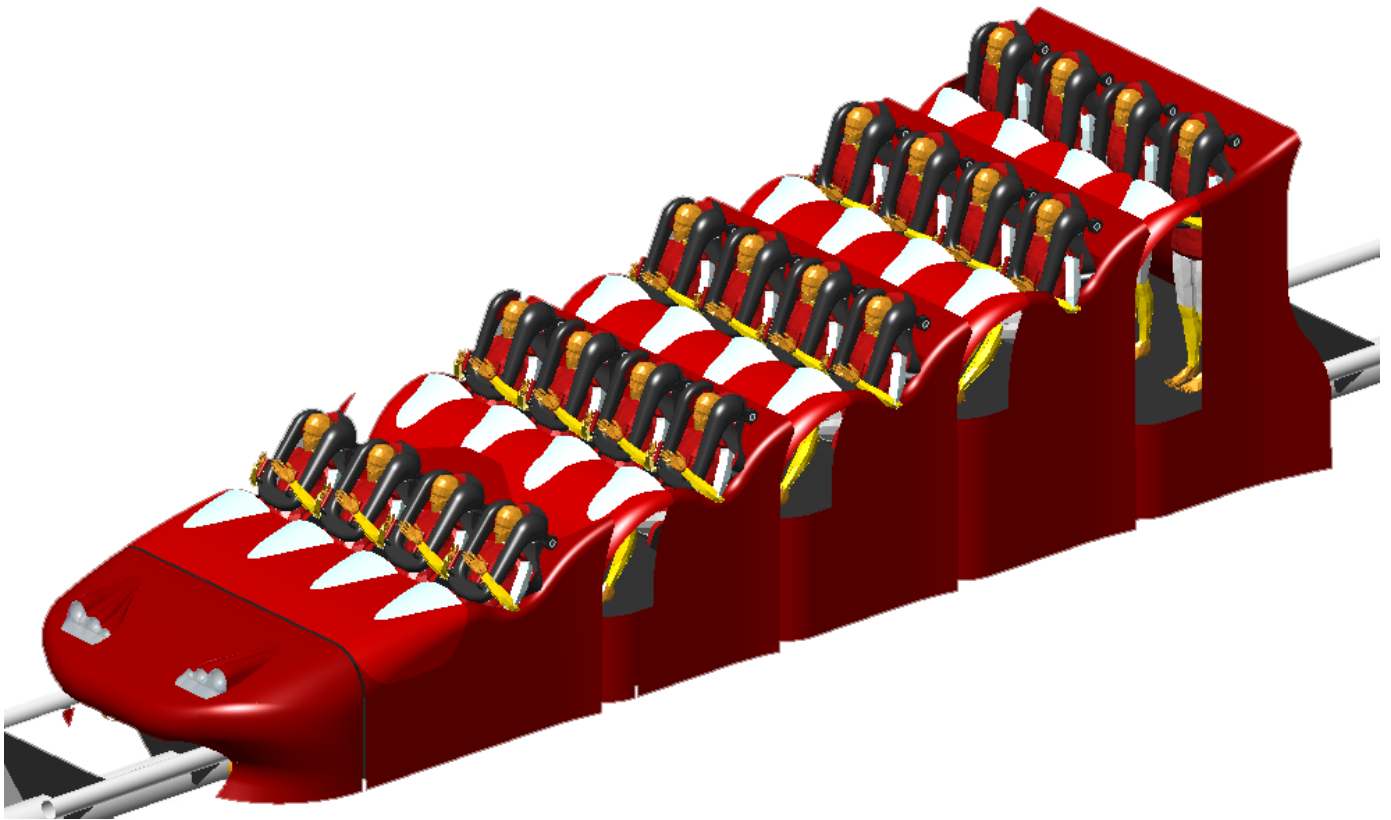
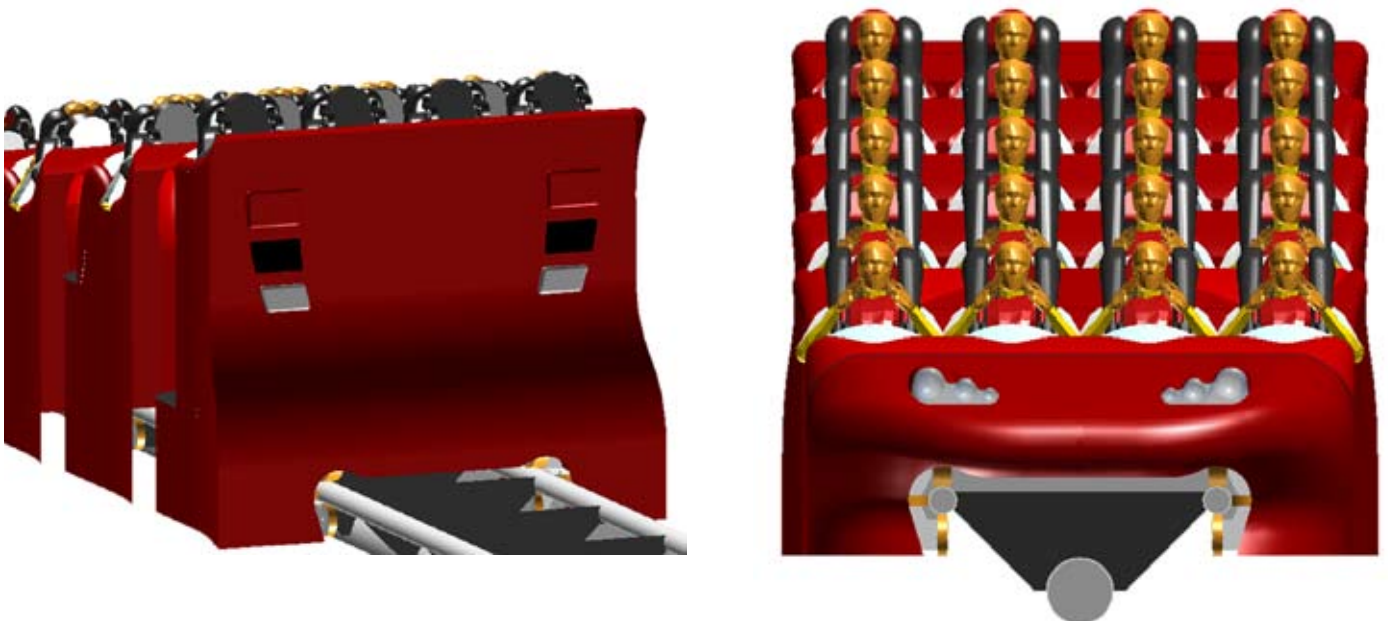


# All in one



## Project

ALL<sup>in</sup>ONE coaster was born with the intention of improving two aspects which are part of all conventional attractions on track: poor visibility for the passengers sitting on the cars following the first one and same stresses, and hence same sensations, for the first up to the last car of a train.



## Description of the supply

### 01\_ Maximum visibility

The conventional trains of cars for roller coasters prevent all the passengers who are not sitting on the first seats of the first car from having a complete view; such visibility does not exist at all on the inverted coasters. In ALL<sup>in</sup>ONE, starting from the first car of the train up to the last one, the seat get higher and higher and the backrest gets more and more bowed forward, so that the eyes line is about 250 mm higher at each passage, that is what is necessary in order not to have the head of the front passenger in one's visual field.

### 02\_ Variety of sensations

The shape of ALL<sup>in</sup>ONE allows the passengers to feel the emotions of the attraction in completely different positions: nearly lain down position at the beginning, sit down position in the middle, a standing position for the last seats. That's why ALL<sup>in</sup>ONE. The originality of the passengers' position allows to cover the whole range of roller coasters both of the sit and of the stand-up type. The complete interchangeability from a functional point of view (it can use the same kind of layout of the two types) creates differentiation and hence a greater value.

