

SEGA®



HOUSE OF THE DEAD

SCARLET DAWN

Horror has never looked or felt this real... This is terror like you have never experienced before.



FEEL THE HORROR...

The theater cabinet uses the latest technology bringing a variety of features that work alongside the in-game action to make players experience terror like no other!



CABINET THAT ATTRACTS ALL!

The cabinet has been designed to not only catch the attention of players, but also people passing by, through use of activated voice, sound and the cabinet lighting changing colour.

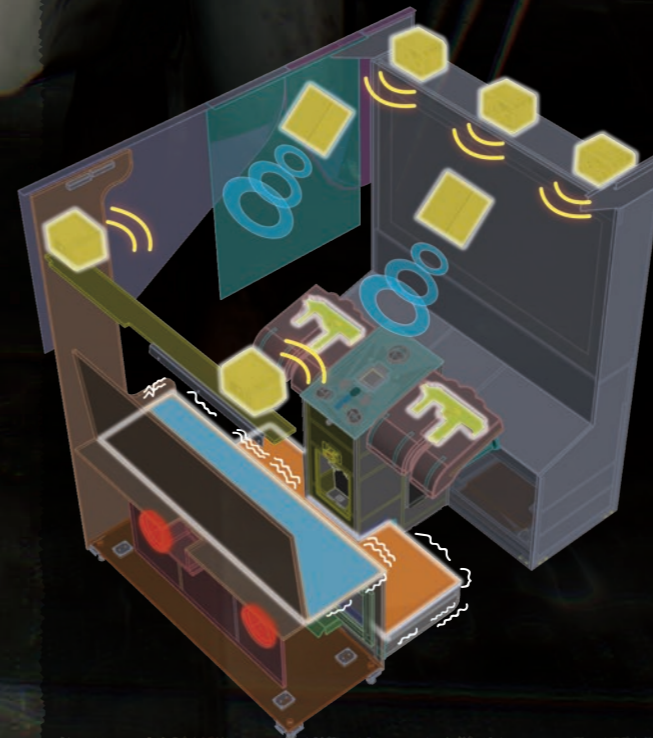
HORROR BROUGHT TO LIFE!

Using the latest game engine, Unreal Engine 4, all the creatures and characters are brought to life in amazing quality. The zombie count has been increased considerably, for more thrilling action.



IMMERSIVE CABINET FEATURES

The cabinet features a multi-channel surround sound system, delivering an immersive acoustic experience. While the underfoot vibrations and wind effect create a dynamic, full-body experience. All these features combine to produce a captivating, tense horror feeling that is sure to thrill players.



EXHILARATING REAL FEEL GUN CONTROLLER

The lightweight gun controller uses a vibrating recoil system to produce an exhilarating realistic gun control feeling to immerse the player further.



The House Of The Dead Series

THE HOUSE OF THE DEAD

[THE HOUSE OF THE DEAD]



Released in 1997, it was the first horror gun shooting game using MODEL 2. Upon its release it enthralled players and took outstanding income across world markets. The game made a strong impact on the game industry and highly influenced the horror game genre. A consumer version for SEGA SATURN and PC was released and instantly became a hit title.

THE HOUSE OF THE DEAD 2

[THE HOUSE OF THE DEAD 2]



Released in 1998, it was the first arcade game using the NAOMI game board. The game was a worldwide success performing well financially and further strengthening the brand. It was later given a consumer release on the Dreamcast, PC, XBOX and Wii. TYPE OF THE DEAD was released shortly after, which also proved to be an instant hit.

THE HOUSE OF THE DEAD III

[THE HOUSE OF THE DEAD 3]



Released in 2002, it was the first game to use the CHIHIRO game board. The game performed well across the world and helped to maintain the brand reputation. A consumer version for PC, XBOX and PS3 were released. The game software for PS3 can be played on PS4.

THE HOUSE OF THE DEAD 4

[THE HOUSE OF THE DEAD 4]



Released in 2005, it was the first arcade game to use the LINDBERG game board. Yet again, it performed well financially and attracted even more fans across the world. The brand reputation had become legendary. It even spawned a special attraction edition that was designed especially for a new breed of large FECs worldwide.

[HOUSE OF THE DEAD] MOVIE

A movie based on the game. The first movie was released in 2003 and the second in 2006. Both have helped to sustain the brand reputation worldwide.

[THE TYPING OF THE DEAD]

Using the world of HOUSE OF THE DEAD, players type words to defeat the enemies. It was released in arcades, Dreamcast, PC and PS2.

[THE HOUSE OF THE DEAD EX]

A humorous spin off based on the world of HOUSE OF THE DEAD. It follows the story of Zobio and Zobiko, a pair of young zombies in love.

[THE HOUSE OF THE DEAD OVER KILL]

A prequel to the series was released to the consumer-only market on the Wii and PS3 in 2009 and 2011 respectively.

DIMENSIONS

D: 2150mm (84in) W: 1450mm (57in) H: 2310mm (90in)

CONTACT

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