

# A Dynamic Duo

## UNIS Releases Air Shooter and Drum-Themed Driver

**U**NIS debuted two new redemption titles late last year, *Up & Away* and *Congo Bongo*, both of which engage players in dynamic, interactive game play and reward them generously with tickets. Both games were introduced to the trade at the IAAPA parks show in Orlando.



**Up & Away** (above) and **Congo Bongo** are two of the latest games from UNIS, both shipping now.

The colorful and exciting *Up & Away* uses air guns to blow balls into targets to win points. Winning points moves the player's animal character (either a turtle or rabbit) into space on a rocket.

Aimed at the whole family, Unis says this two-player redemption game looks impressive and is easy and fun, encouraging repeat play. Features include skill-based play with air-blasting accuracy and a countdown timer to add excitement.

Designed for children, *Congo Bongo* offers a bright, jungle-theme race simulator. The game attracted continuous attention throughout the four-day show last fall, reported Stephen Tan, the international sales manager at UNIS. Features include a single-player motion base, ticket redemption, multiple fun characters and three rainforest and jungle scene levels. Players use their skill playing the bongo drums to race through these settings.

"This game is quite unique with its drum handling and motion seat; the majority of the visitors felt the game was extremely appealing," explained Tan. "We had great interest from North America and in particular, Latin America."

Both games are now shipping. To learn more about UNIS, log on to the company's website [www.universal-space.com](http://www.universal-space.com).