

*For immediate release*



**MARVEL STUDIOS AND ILMxLAB ANNOUNCE AVENGERS: DAMAGE CONTROL AND RELEASE FIRST-LOOK TEASER TRAILER** *The location-based virtual reality experience features Letitia Wright, Benedict Cumberbatch, Paul Rudd, and Evangeline Lilly*

**October 3, 2019 - SAN FRANCISCO, CA.** Today Marvel Studios and ILMxLAB, Lucasfilm’s immersive entertainment studio, announced *Avengers: Damage Control*, a virtual reality fan experience coming to select locations at The VOID starting October 18<sup>th</sup>. [Tickets for the limited-time event are available now.](#)

“We’re always looking for new stories and corners of the universe for our characters to explore. Now, after more than a decade of amazing support, we are excited to give fans the same opportunity: to be a part of the Marvel Cinematic Universe,” said Kevin Feige, President of Marvel Studios. “Expanding how people can experience the MCU is something we’re always trying to do, and in *Avengers: Damage Control*, we wanted to give fans the chance to suit up alongside some their favorite heroes for the first time ever.”

After Marvel Studios’ unprecedented storytelling accomplishments bringing the Marvel Cinematic Universe to audiences around the world, *Avengers: Damage Control* will let fans step into the MCU for the very first time and team up alongside Earth’s Mightiest Heroes! Fans will be enlisted by Shuri (Letitia Wright) to test her latest prototype design: Emergency Response Suits, created with a proprietary blend of Wakandan and Stark Industries technology. When sinister forces intervene, guests at the Wakandan Outreach Centers will soon find themselves recruited into action, exploring iconic locations across the MCU. Fans will fight side by side with

Avengers like Doctor Strange (Benedict Cumberbatch), Ant-Man (Paul Rudd), the Wasp (Evangeline Lilly), and more.

See the teaser trailer [HERE](#)

Like ILMxLAB's previous collaborations with *The VOID*, *Star Wars: Secrets of the Empire* and *Ralph Breaks VR*, *Avengers: Damage Control* pairs virtual reality with real-world sets and physical effects like heat and wind. The result is a uniquely immersive experience: a virtual world that guests can touch and feel, bringing their favorite Marvel characters to life in a way that's never before been possible.

"The opportunity to bring such a beloved universe alive through immersive storytelling has been a once-in-a-lifetime opportunity," said Shereif Fattouh, Senior Producer, ILMxLAB. "*Avengers: Damage Control* lets you feel what it's like to shoot repulsor blasts with your own two hands, suited up in Shuri's latest technology. This original adventure allows you to go beyond the screen, and become a character in the story itself."

*Avengers: Endgame* received both critical acclaim and the accolades of fans around the world, bringing The Infinity Saga to a spectacular close. To celebrate the success, *Avengers: Damage Control* will be taking over multiple different locations at The VOID for a limited run, including New York City, Atlanta, Santa Monica, and Downtown Disney District in Anaheim, CA.

"We're fans first, and we all have our favorite movie moment, and favorite character," said Dave Bushore, Executive Producer, Marvel Studios. "But to be able to mark a moment in time where you got to step into the MCU and meet them, interact with them, and come together as a team...it's extraordinarily powerful. We hope people have as much fun experiencing *Avengers: Damage Control* as we did making it."

**\* Note the handles @MarvelStudios + @ILMxLAB and official hashtag #AvengersVR on social media \***

[Our EPK is available here.](#)

### **About Marvel Entertainment**

Marvel Entertainment, LLC, a wholly-owned subsidiary of The Walt Disney Company, is one of the world's most prominent character-based entertainment companies, built on a proven library of more than 8,000 characters featured in a variety of media over seventy years. Marvel utilizes its character franchises in entertainment, licensing and publishing. For more information visit [marvel.com](http://marvel.com). ©2019

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**About ILMxLAB**

ILMxLAB is Lucasfilm's immersive entertainment studio, pioneering a new era of interactive storytelling through virtual and mixed reality experiences. Working with acclaimed creators and designers, we transform beloved properties into living worlds, inviting you to step inside and become the hero of your own personal adventure.

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