

STANDALONE XR SCENARIOS

High-fidelity CBRN training with no infrastructure, no delays, and no limits on where you deploy

Standalone XR Scenarios are designed to meet the ability to deliver effective training beyond traditional facilities, enabling frontline teams to train wherever their mission demands.

 No infrastructure required

 Quick setup

 Individual or small-team training

 No permanent installation

Why Almost Real?

Almost Real is the spinoff of Fondazione SAFE, an institution advancing security, defence, and civil protection since 2018. What started as cutting-edge research becomes with Almost Real a concrete training ecosystem.

Every XR module we produce reflects that institutional rigour: immersive enough to feel real, structured enough to build measurable competency.

Almost Real training to perform real in CBRN context.

 Almost Real

 Almost Real

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STANDALONE XR SCENARIOS

Designed for operational flexibility

1. **No Infrastructure required:** Fully self-contained modules that run independently of fixed networks, servers, or dedicated training facilities.
2. **Rapid Deployment:** Active training session in minutes. Purpose-built for time-critical environments where setup delays cost readiness.
3. **Scalable Format:** Equally effective for individual skills or small-team coordination exercises; adaptable to the size the training programme.

Available Scenarios

Two XR modules, ready for deployment

Each Standalone XR module is a complete, self-sufficient training experience, engineered around specific CBRN threat and built to deliver measurable outcomes from the very first session.



MODULE 1



Underground Chemical Laboratory

An immersive, high-risk XR environment simulating the detection and assessment of a clandestine chemical lab.

- Highly immersive and fully portable
- Multiplayer-enabled
- Operational simulation with performance assessment

MODULE 2



Decontamination Scenarios

A training environment that covers both wet and dry decontamination workflows under variable, realistic conditions.

- Immersive wet decon simulation
- Dry decon with VHP* protocols
*Vaporized Hydrogen Peroxide
- Randomised self-guided training

The training session that doesn't need a facility

Traditional simulation facilities are efficient, but they are fixed, expensive, and unavailable when teams are deployed, rotating, or operating under resource constraints. Standalone XR Scenarios change the equation entirely.

Field-Ready:

Designed to travel with your teams. Whether deployed domestically or internationally, training continuity is never compromised by location.

Cost-Effective Scaling:

Extend the reach of your training programme without proportional infrastructure investment. Each module is a complete, repeatable training asset.

Immediate Operational Value:

No onboarding delay. Trainees begin building genuine procedural competency from session one. Guided, assessed, and ready to improve.

