

CRAZY CUBE



Taylor Xiao

Brand Manager

+86 15265628762

info@giantislandspace.com

www.giantislandspace.com

Room 702, Building 2, Huayi Building, 2020 West Zhongshan Road, Xuhui District, Shanghai



CRAZY CUBE

Brand Franchise Manual

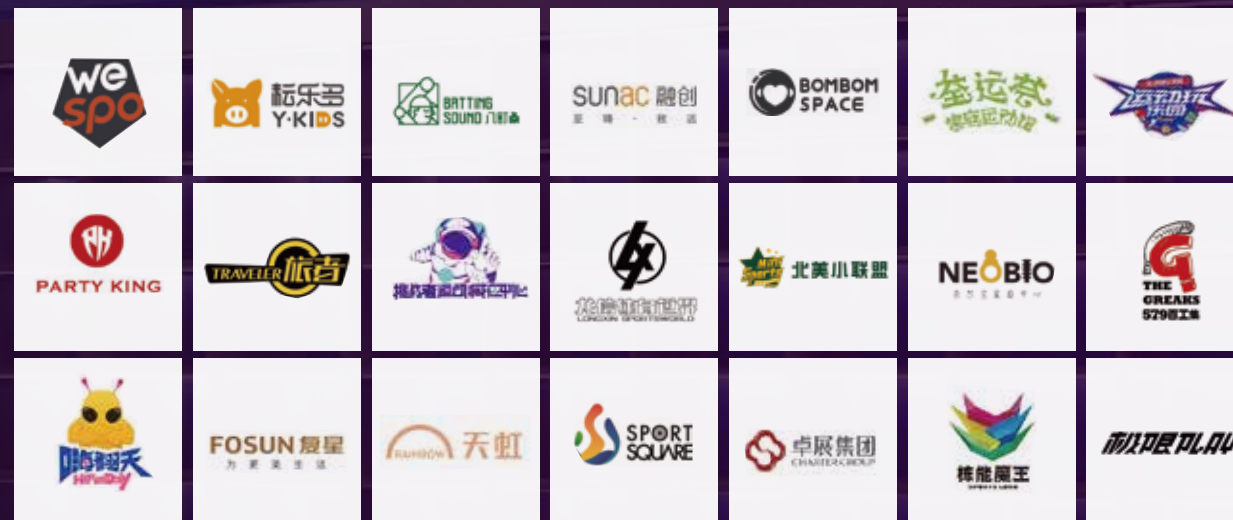
GEN Z / ENTERTAINMENT /
SOCIALITY / SPORTS / RECREATION
TRENDY PLAY / FITNESS



COMPANY PROFILE

Since its establishment in 2016, we have focused on the R&D of sports and entertainment technology products, committed to creating social entertainment products with the core characteristics of "easy sports, light exercise, sociality, experience, and interaction" and implementing them for operation. Successfully incubated multiple sports and entertainment brands and projects over the world, and achieved significant success and recognition in the market.

Giant Island has reached cooperation with **50+ Amusement brands.**



BRAND ADVANTAGES



- Sports
- Music
- Secret room
- Escape

02



- Competition
- Making a breakthrough
- International Competition
- Points

03



- Game competition online
- Redeem offline

05



- Develop the international competitions based on the core of Shanghai

04



- Update the game every month and create novelty by changing different things



WHAT IS CRAZY CUBE

It is a phenomenal survival game developed by Giant Island Sports Entertainment Technology company, based on the internationally renowned online game "Roblox Activate" and known as the off-line "Squid Game"; Provide users with social, light sports, and trendy gaming experience projects, creating a new era of sports and entertainment.



GIANT ISLAND
Sports Entertainment Technology

● CRAZY CUBE

● PARTY KING

● YODA HOME

● JUDAO MAJOR LEAGUE

● GIANT ISLAND

The advantage of our service

- over 30 varieties of game styles
- independent R&D system
- source factory
- customization of thematic space
- operational management and training
- united after-sales service

INTRODUCING:

This new, open-space version of Crazy Cube, offers the unique challenges teamwork experience following an open play format. Players roam around the "Arena", use their Team Card or Wristband, and participate in all the games to collect points and increase their score. The Arena format highlights the game as it increases significantly its visibility and is very suitable for high traffic spots, such as shopping malls. It also performs great when combined with food and beverage services.

PROCESS OF COOPERATION



STORE RENDERINGS

Customizable according to customer needs



FIVE MODULES

MINI Store

50-60 m², 1-2 game rooms - classic grid of the CrazyCube+other challenge games.
The capacity is small and the queue time is long, which may lead to customer complaints.

Standard Store

100-120 m², 2+game rooms - classic grid challenge game of Crazy Cube+other differentiated games with moderate capacity, high cost-effectiveness when opening a store.

Boutique Store

120-180 m², 4+game rooms - classic grid challenge game of Crazy Cube+other differentiated games, high capacity, high cost-effectiveness when opening a store, can avoid customer complaints caused by long queues.

Flagship Store

320-350 m², 15+game rooms - in addition to the classic grid challenge game of Runaway Cube, various new game spaces have been added, such as Space Comet, Retro Records, Tetris, and Climbing.

SUPER Store

Customized equipment and games for 2000-3000 m² - targeted configuration optimization plan based on site properties.

Rendering





PRODUCT INTRODUCTION

30+GAMES

PRODUCT CATALOG

01 CRAZY GRID

02 SPACE COMET

03 VINTAGE RECORD

04 CRAZY CONTROL

05 CRAZY PUNCH

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Crazy Grid

Capacity	2-8
Recommended room area	40-50m ²

CRAZY GRID

In the game room, players need to avoid the red squares, step on and eliminate the blue squares, and the green squares serve as a safe zone, providing players with an area free from threats. This game setting tests players' reaction ability, strategic planning ability, and understanding and execution ability of game rules.

01



Space Comet

Capacity	2-4
Recommended room area	10-15m ²

SPACE COMET

Interactive flash current games have a tense rhythm and high level challenges. The game requires at least two players to participate, and the current drops randomly during the process. The higher the level, the faster the current drops. Players must press the task light before the current reaches the target to earn points.

02



Vintage Record

Capacity **2-4**
Recommended room area **10-15m²**

VINTAGE RECORD

During gameplay, the light pillars randomly descend in sync with musical changes. Players must rotate the circular panels beneath their feet to match the falling pillars with panels of the corresponding color, completing the challenge. This highly demanding phase requires coordinated teamwork among multiple players.

03



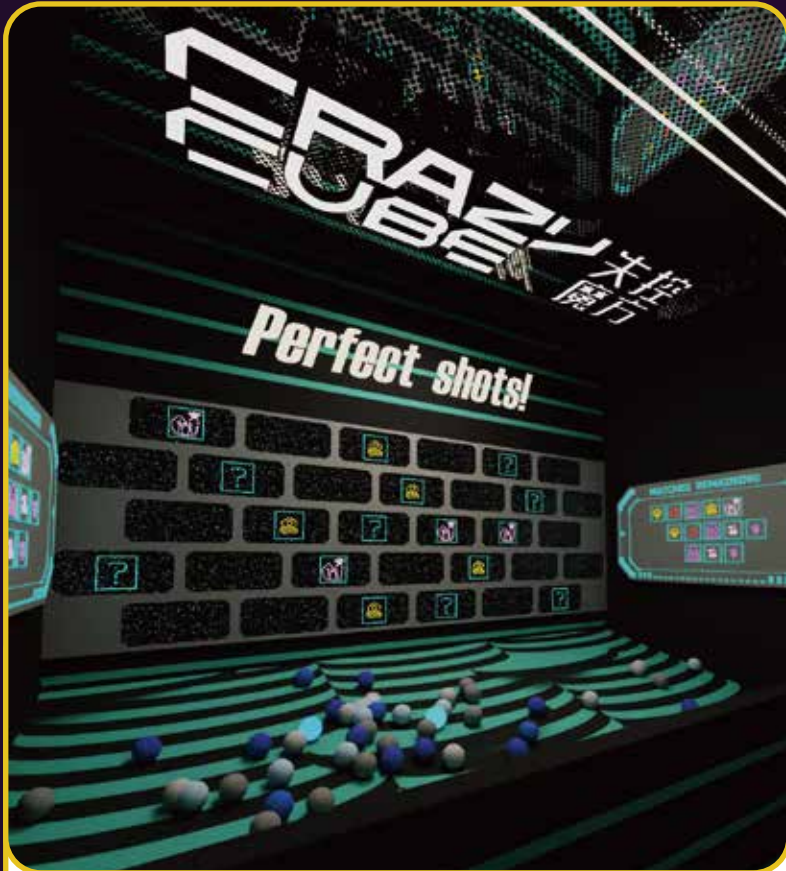
Crazy Control

Capacity **2-4**
Recommended room area **5m²**

CRAZY CONTROL

This game tests players' "quick eyes and fast feet" skills. Players must maintain balance while standing on a control platform, using their body to activate buttons and play classic mini-games like Tetris and Pac-Man.

04



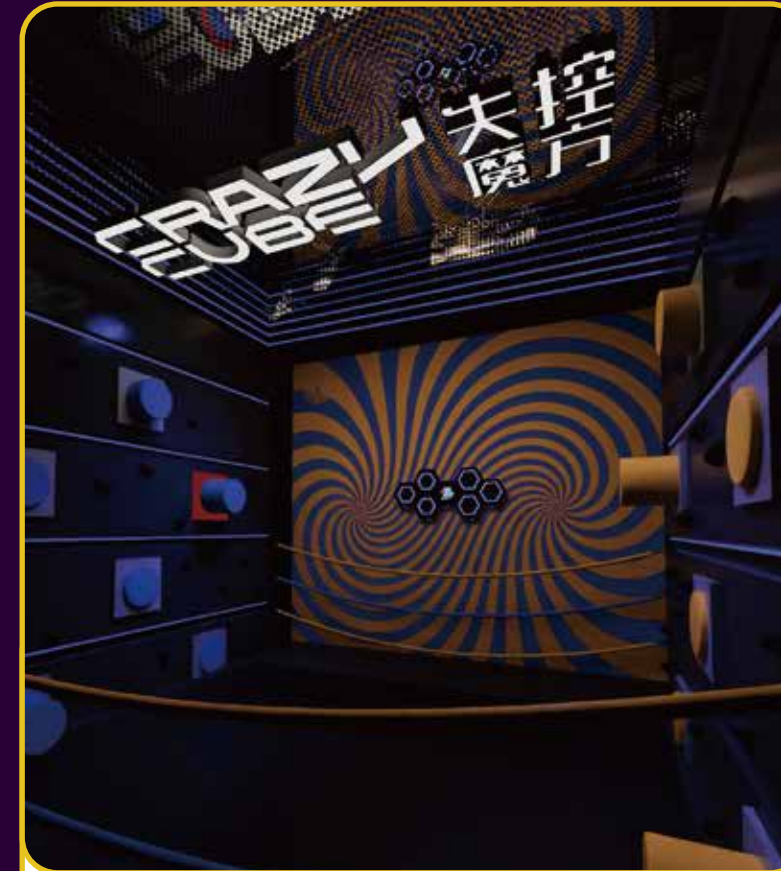
Crazy Punch

Capacity **2-4**
Recommended room area **20-30m²**

CRAZY PUNCH

The upgraded wall-ball interactive challenge requires players to accurately throw small balls at specific patterned lights on the wall. Upon a successful hit, the corresponding symbol beneath the light is revealed. Players must then find and match identical pairs among the symbols to clear them, all while maintaining precision to avoid accidentally striking incorrect

05



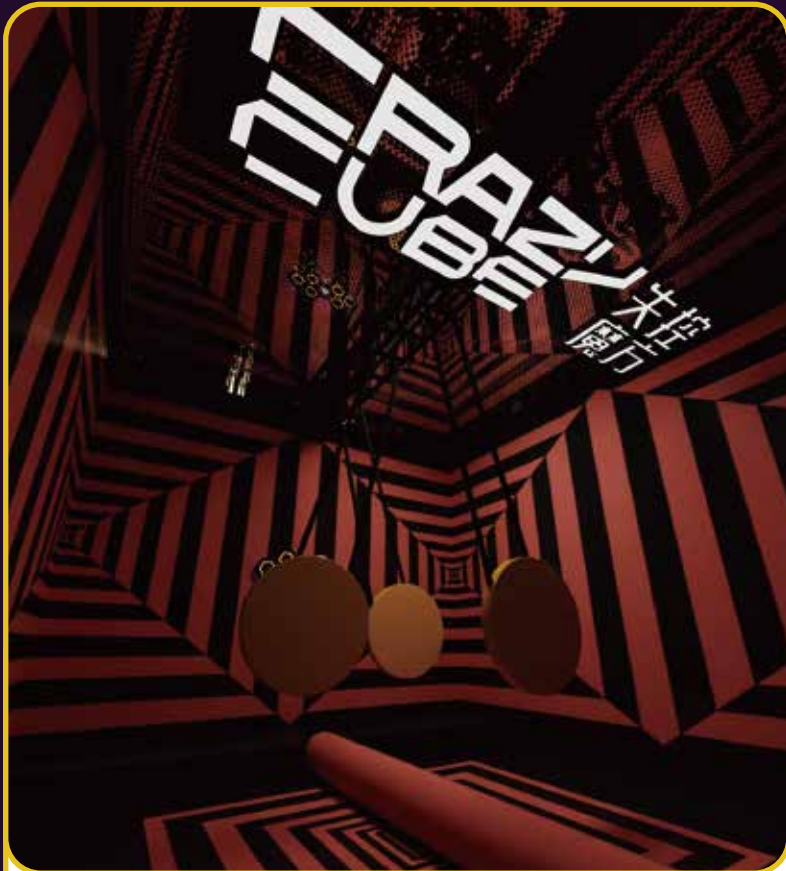
Knock Out

Capacity **2-4**
Recommended room area **15m²**

KNOCK OUT

The retractable devices on the wall remain perpetually activated, persistently obstructing players' progress. To succeed, players must gradually decipher the operational patterns of these mechanisms through repeated interaction, overcome the obstacles, and ultimately reach the endpoint to achieve their mission objectives.

06



Crossing the Bridge

Capacity	2-4
Recommended room area	10m ²

CROSSING THE BRIDGE

The disc sways continuously from side to side, forcing players to evade its movements while balancing on a narrow beam. This demands both agile reflexes and precise anticipation. If struck by the disc and knocked to the ground, the player's challenge ends in failure.

07



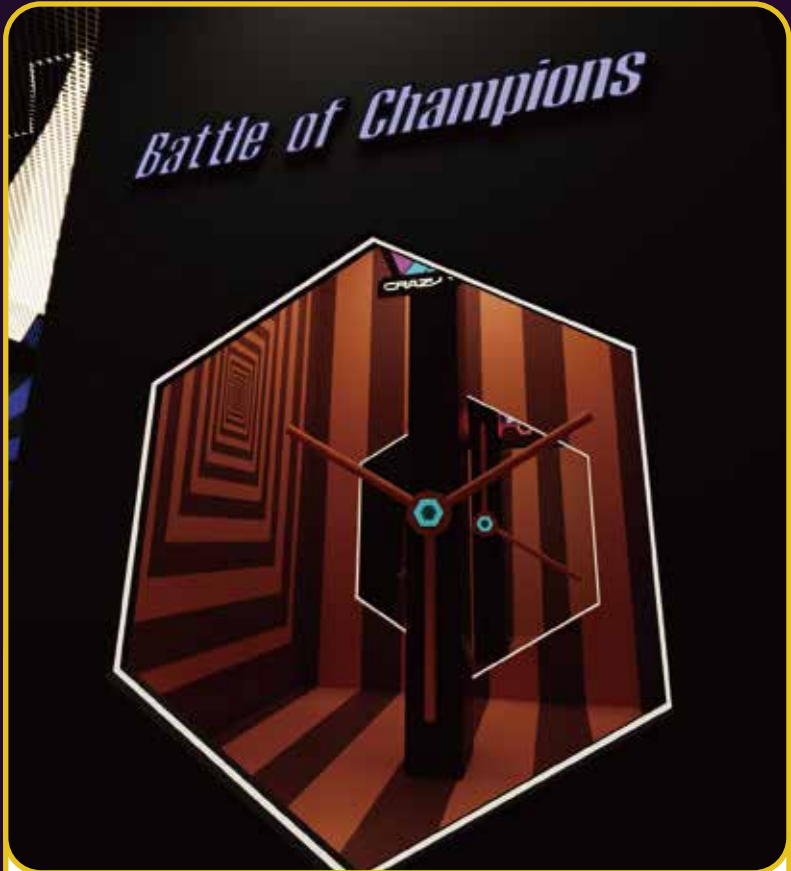
Climb and Punch

Capacity	2-4
Recommended room area	10m ²

CLIMB AND PUNCH

This is a professional-grade physical challenge where participants must suspend themselves from the ceiling and navigate the room using overhead and wall-mounted climbing grips, while extinguishing illuminated lights on the walls. Throughout the challenge, any contact with the ground results in immediate failure. The activity demands exceptional physical strength, body coordination, and balance from participants.

08



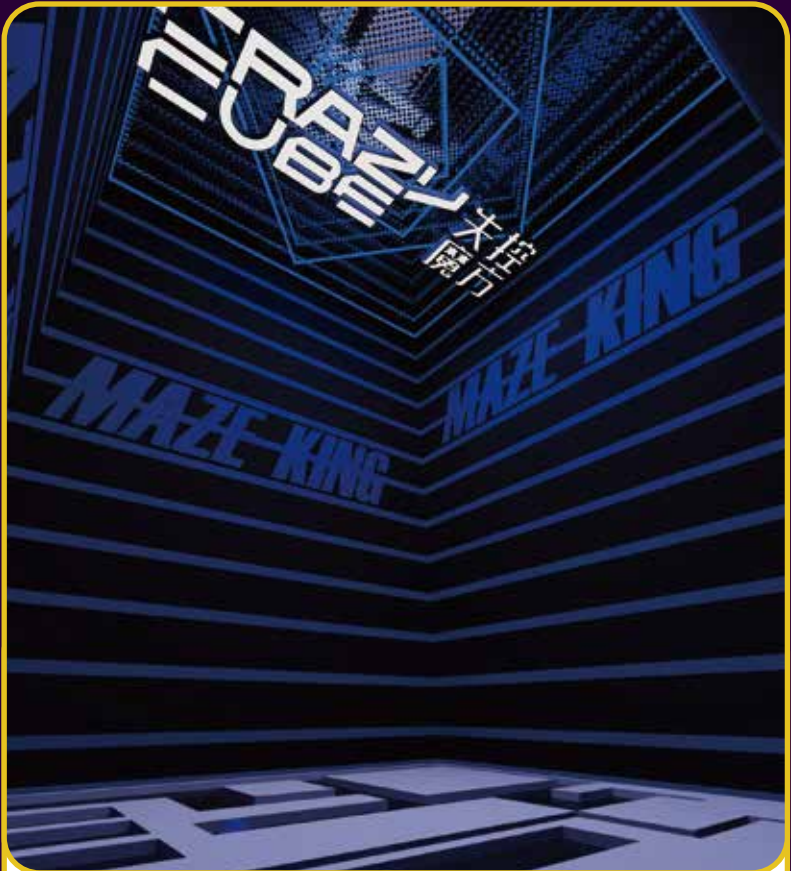
Battle of Champions

Player count 2-4
Recommended room area 15m²

BATTLE OF CHAMPIONS

This is a dual challenge of physical prowess and mental agility. Participants must navigate rotating obstacles within a time limit, with the first to reach the final destination and deactivate the light crowned the champion.

09



Crazy Labyrinth

Player count 2-4
Recommended room area 10m²

CRAZY LABYRINTH

"Complete the challenge by guiding the ball into designated holes. The game features a tilting platform where red balls roll dynamically. Players must collaboratively adjust the platform's incline to direct the balls into target holes, requiring precise judgment of the ball's position, speed, and trajectory, as well as coordinated teamwork to optimize tilt adjustments."

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Restricted Zone

Player count	2-4
Recommended room area	10-15m ²

RESTRICTED ZONE

Players must traverse restricted zones to accomplish mission objectives. Crucially, contact with the prohibited ground surface is strictly forbidden—any touch will trigger a red alert and immediately disqualify the challenger.

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Crazy Punch

Capacity	2-4
Recommended room area	20m ²

CRAZY PUNCH

In this game, players must focus on rotating targets. Precision is key—while the targets are in motion, players need to maximize the number of balls successfully placed inside them to achieve higher scores.

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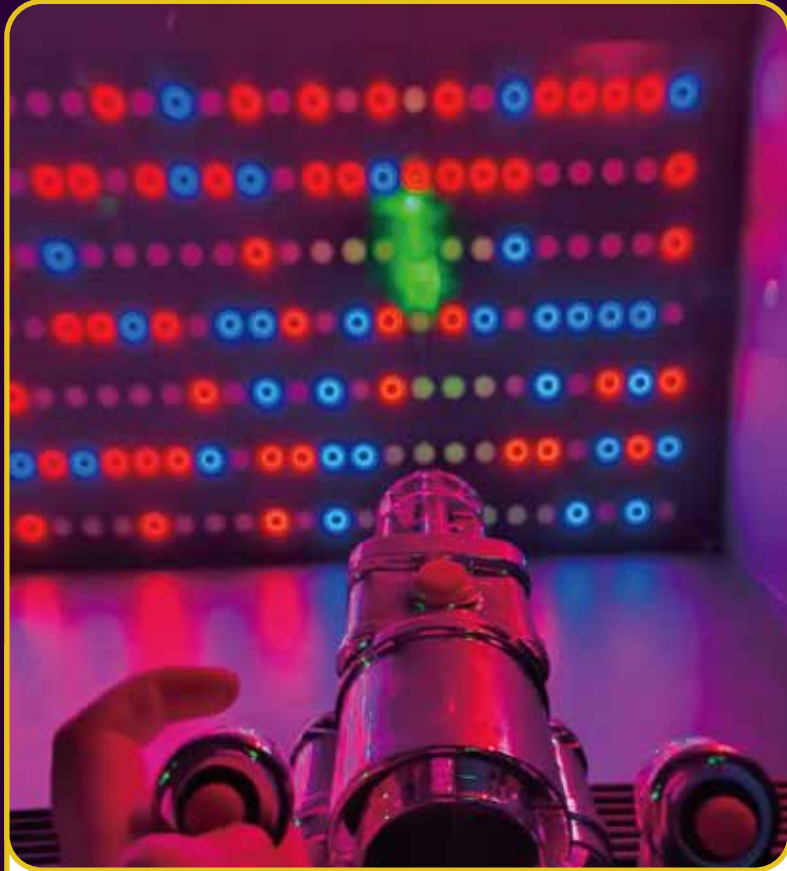
Racing lighting up

Capacity **2**
Recommended room area **10m²**

RACING LIGHTING UP

In this game, players must sprint rapidly to activate on-screen lights through their movement. The competition revolves around being the first to illuminate all the lights while running, with victory awarded to the speediest and most efficient participant.

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Laser Shooting

Capacity **2-4**
Recommended room area **10-15m²**

LASER SHOOTING

In the game room, players need to avoid the red squares, step on and eliminate the blue squares, and the green squares serve as a safe zone, providing players with an area free from threats. This game setting tests players' reaction ability, strategic planning ability, and understanding and execution ability of game rules.

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Crazy Arena

Capacity 2-8
Recommended room area 40-50m²

CRAZY ARENA

This system enables multi-user interaction within a large-scale virtual metaverse, delivering a hybrid reality sports-entertainment experience where real participants interact in an immersive 3D virtual space.

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Cube Crossing

Capacity 2
Recommended room area 25-30m²

CUBE CROSSING

"Wall Rush Simulation Edition: Players select game modes via the screen and initiate gameplay by standing on the interactive floor sensors. Following on-screen prompts, they must react swiftly with matching pose movements to pass through graphically designed walls along the virtual runway."

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Ball Shotting

Capacity	2
Recommended room area	20m ²

BALL SHOTTING

This experience leverages digital new media technology to recreate the intense atmosphere of real-world football arenas. Focusing on the most iconic penalty kicks and free kicks as challenge modes, it captures and simulates authentic ball speeds and trajectories—allowing participants to attempt legendary techniques like Zidane's Panenka, Ronaldo's knuckleball, and Beckham's

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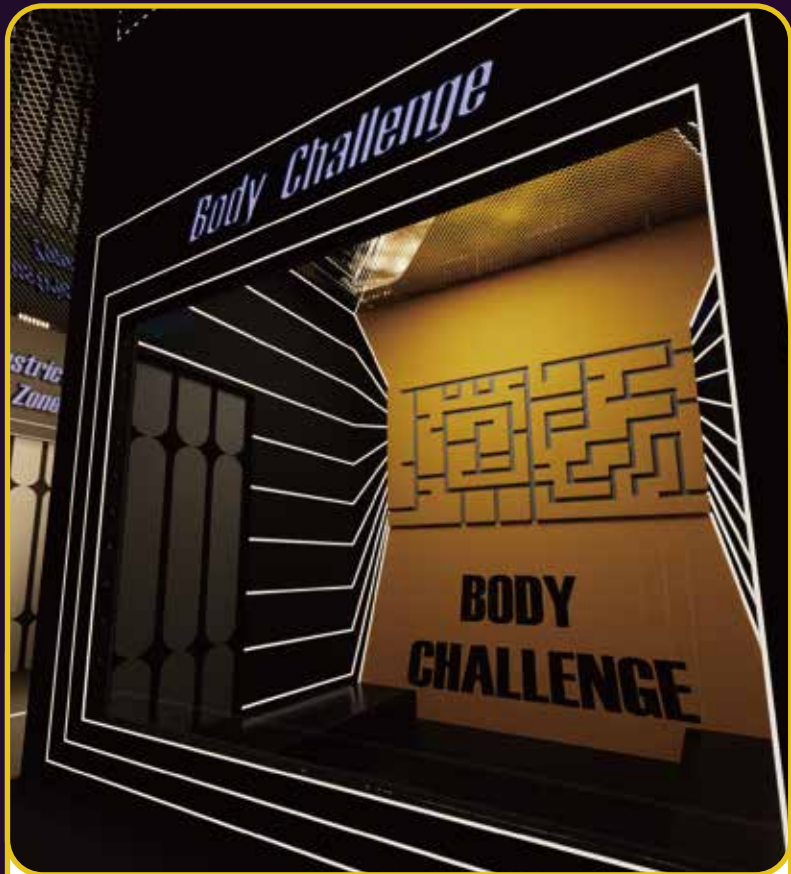
Ninja Dojo

Capacity	2-4
Recommended room area	20m ²

NINJA DOJO

Ninja Dojo Mini Edition innovatively integrates digital devices with non-powered equipment. In this hybrid mode, digital components deliver intelligent controls and real-time performance analytics, while the non-powered apparatus rigorously tests participants' physical prowess and technical mastery.

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Body Challenge

Capacity	2-4
Recommended room area	10m ²

BODY CHALLENGE

This game presents a dual challenge of physical endurance and mental strategy. Players must traverse a maze-like course while suspended by their arms, tasked with identifying the fastest route to the endpoint. Any mid-course descent to the ground results in immediate failure.

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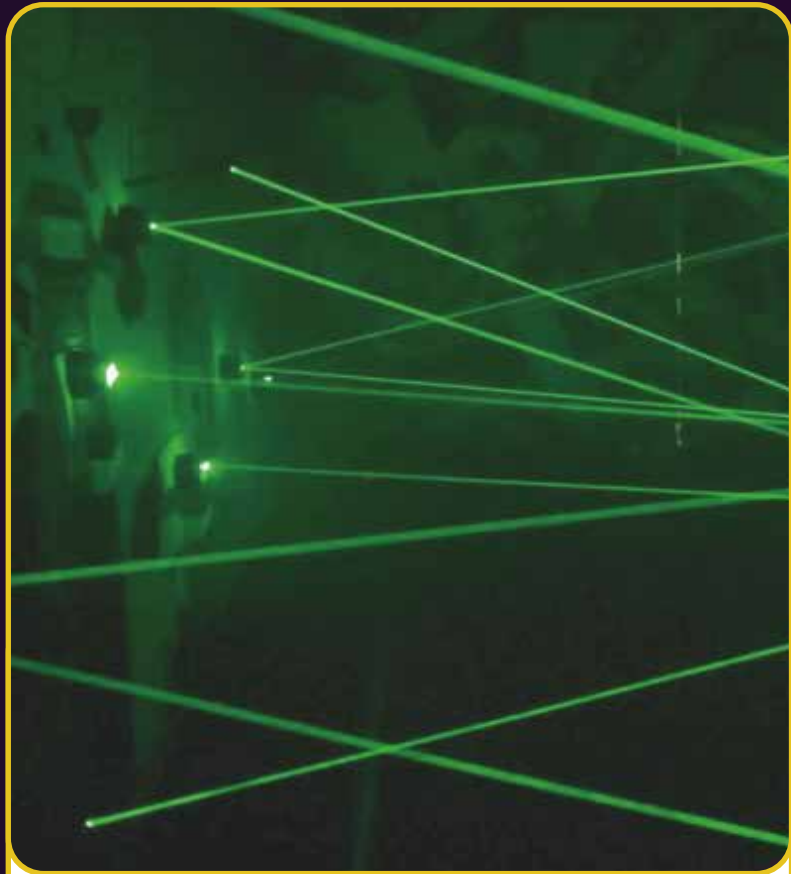
Hide and Seek

Capacity	2-8
Recommended room area	25-40m ²

HIDE AND SEEK

A digital interactive game that allows single or multiple players to enter a game room equipped with wall-mounted interactive screens. Players must quickly locate and deactivate target numbers within a time limit based on on-screen prompts to complete missions. The game ensures competitive gameplay while offering diverse level challenges.

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Crazy Laser

Capacity 2-4
Recommended room area 3M Wide

CRAZY LASER

In the laser maze challenge, two gameplay modes are offered:
1.Basic Mode: Dodge laser beams and reach the exit within the time limit.
2. Advanced Mode: Requires both evading lasers and precisely shooting targets on walls to defuse bombs.

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Memory Maze

Capacity 2-6
Recommended room area 25-30m²

MEMORY MAZE

In the game room, players need to avoid the red squares, step on and eliminate the blue squares, and the green squares serve as a safe zone, providing players with an area free from threats. This game setting tests players' reaction ability, strategic planning ability, and understanding and execution ability of game rules.

22



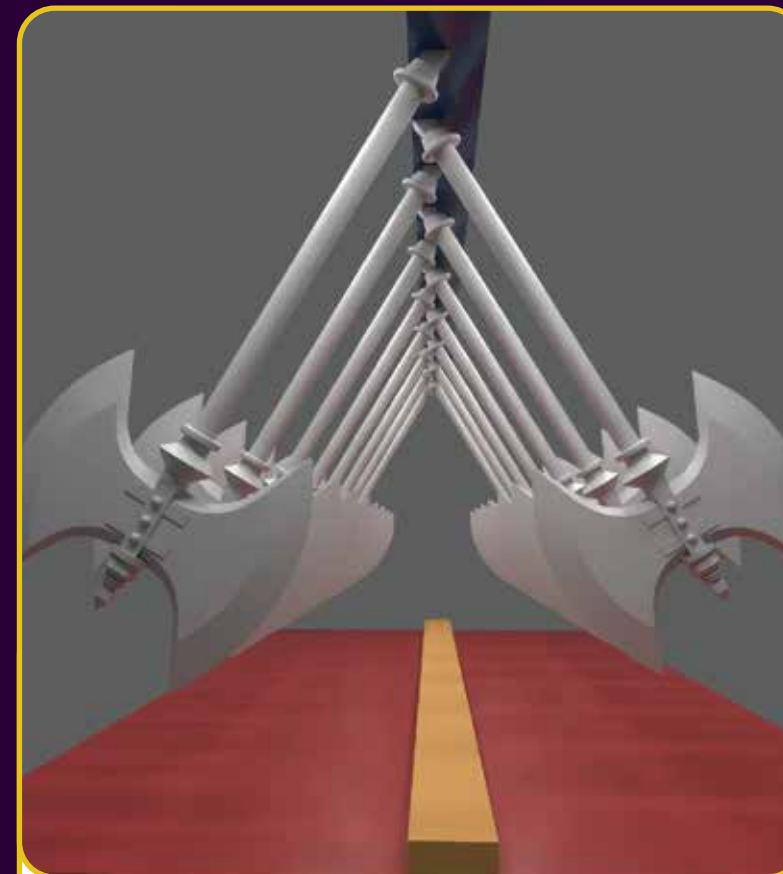
Lightning Battle

Public space

LIGHTNING BATTLE

In the individual battle mode, players engage in a high-speed competition centered around indicator lights. When a light activates, participants must swiftly deactivate it—this race against opponents rewards the fastest responder with points. Only one ultimate victor emerges from this intense test of reaction speed, hand-eye coordination, and competitive focus, making it a signature professional challenge within solo combat events.

23



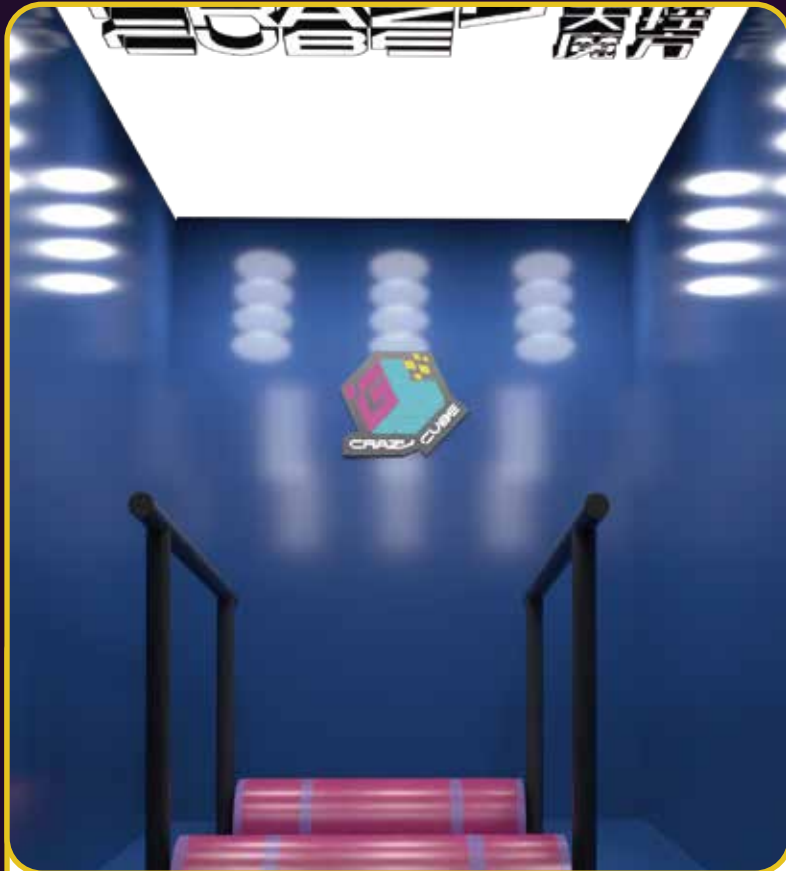
Big Axes

Public space

BIG AXES

The game features a treacherous passage with giant axes swinging rhythmically from one end to the other. Designed for solo or multiplayer challenges, participants must navigate from the starting point to the opposite end by precisely timing their movements to avoid the blades. Any misstep resulting in a fall leads to immediate failure, rigorously testing players' reflexes, anticipation skills, and physical coordination.

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Competitive Racing

Capacity **2-4**
Recommended room area **10-15m²**

COMPETITIVE RACING

In this challenge room, players must sprint across two rotating barrels beneath their feet to complete the on-screen distance as quickly as possible—the first to finish claims victory.

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Crazy Climb

Capacity **2-8**
Recommended room area **30-40m²**

CRAZY CLIMB

"Color Climb Challenge" - This innovative game combines rock-climbing mechanics with color recognition. Players traverse a suspended maze route by gripping overhead holds, activating touch-sensitive light zones along the path. Designed for solo or multiplayer modes, success requires completing courses without touching the ground, testing both physical

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Rope Arena

Capacity **2-4**
Recommended room area **20-30m²**

ROPE ARENA

"Crimson Tightrope" - Players must carefully traverse to the opposite side without touching any red ropes. This team-based challenge requires perfect coordination—if even one member fails, the entire team must restart.

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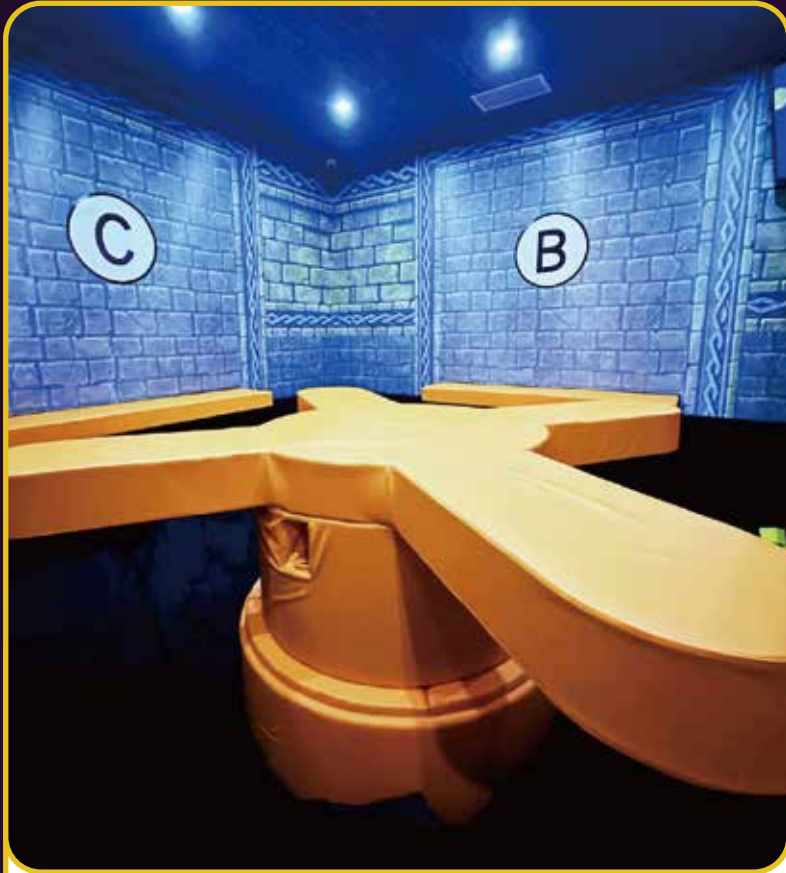
Bridge Crossing

Capacity **4-6**
Recommended room area **20m²**

BRIDGE CROSSING

In the game room, players need to avoid the red squares, step on and eliminate the blue squares, and the green squares serve as a safe zone, providing players with an area free from threats. This game setting tests players' reaction ability, strategic planning ability, and understanding and execution ability of game rules.

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Wheels of Fortune

Capacity	4-6
Recommended room area	20m ²

WHEELS OF FORTUNE

In the game room, players need to avoid the red squares, step on and eliminate the blue squares, and the green squares serve as a safe zone, providing players with an area free from threats. This game setting tests players' reaction ability, strategic planning ability, and understanding and execution ability of game rules.

29



Tetris

Capacity	2-4
Recommended room area	15-20m ²

TERIS

In the game room, players need to avoid the red squares, step on and eliminate the blue squares, and the green squares serve as a safe zone, providing players with an area free from threats. This game setting tests players' reaction ability, strategic planning ability, and understanding and execution ability of game rules.

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"TO BE CONTINUED ..."