

27 COMPLETE ROOM VIEWS.

A clearer starting point for your venue.

This collection preserves all 27 supplied transparent room renders. Areas follow the source filenames and refer to each illustrated scheme. They are not equipment footprints, length x width, ceiling heights or ready-to-build drawings.

The website now includes 30 catalogue-based game profiles. All 27 supplied room concepts link to profiles; Crazy Grid, Memory Maze and Crazy Laser have no matching render in this collection.

Cliff Escape, Crazy Asylum and Speed Abyss use gameplay and group-size references from the 16-page catalogue, p12, p10 and p11. Speed Abyss still needs a complete supplied-model demonstration.

Cube Crossing and Crazy Punch: area differences between source editions remain explicit. SPACE COMIT is retained as the source name for the candidate Space Comet mapping. Individual notes appear beside the relevant room.

For a proposal: site plan, usable area, ceiling height, access and services.

Shared circulation, reception and waiting areas are planned separately.



Ball Shooting

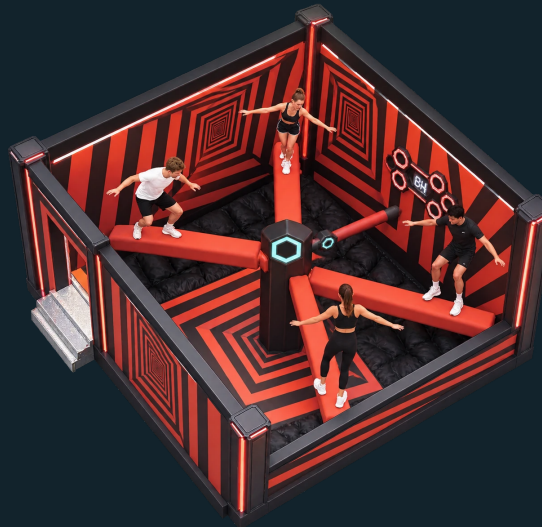
20 m² / Scheme reference

Catalogue game + room concept

Football-themed target wall. Clear kicking area.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: BALL SHOOTING



Battle of Champions

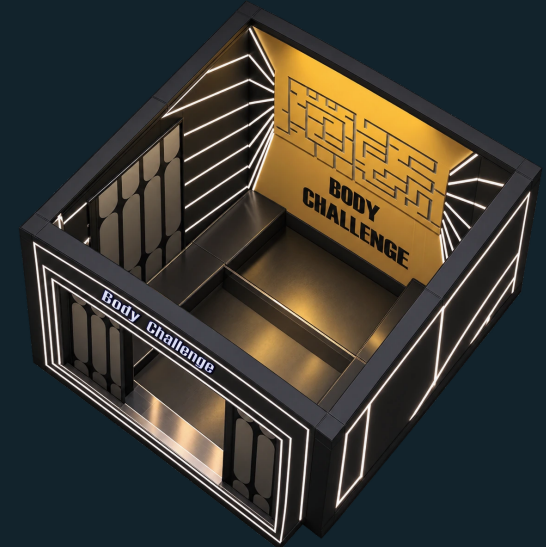
15 m² / Scheme reference

Catalogue game + room concept

Central rotating obstacle structure. Radial challenge paths.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: BATTLE OF CHAMPIONS



Body Challenge

10 m² / Scheme reference

Catalogue game + room concept

Compact enclosed challenge space. Maze-themed wall treatment.

The catalogue describes an overhead hanging route. This perspective does not show the entire hanging arrangement; request the equipment layout.

SOURCE: BODY CHALLENGE



Cliff Escape

20-30 m² / Scheme reference

Catalogue game + room concept

Wall-mounted activity elements. Long foam-filled landing area.

Gameplay and group-size references follow the 16-page catalogue. Confirm the full equipment arrangement, controls and dimensioned drawings for your site.

SOURCE: CLIFF ESCAPE



Crazy Arena

40-50 m² / Scheme reference

Catalogue game + room concept

Open floor with digital projection. Large display wall.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: CRAZY ARENA



Crazy Asylum

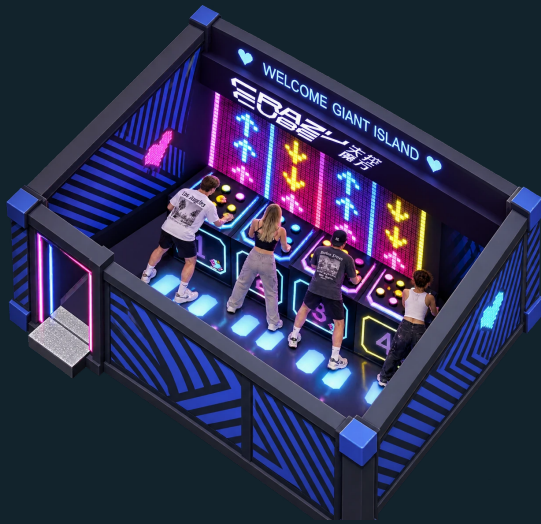
30-40 m² / Scheme reference

Catalogue game + room concept

Colour-grid wall panels. Red and yellow floor zones.

Gameplay and group-size references follow the 16-page catalogue. Confirm the full equipment arrangement, controls and dimensioned drawings for your site.

SOURCE: CRAZY ASYLUM



Crazy Control

5 m² / Scheme reference

Catalogue game + room concept

Compact control platform. Screen-facing player positions.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: CRAZY CONTROL



Crazy Labyrinth

10 m² / Scheme reference

Catalogue game + room concept

Labyrinth-pattern platform. Central ball route.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: CRAZY LABYRINTH



Crazy Punch

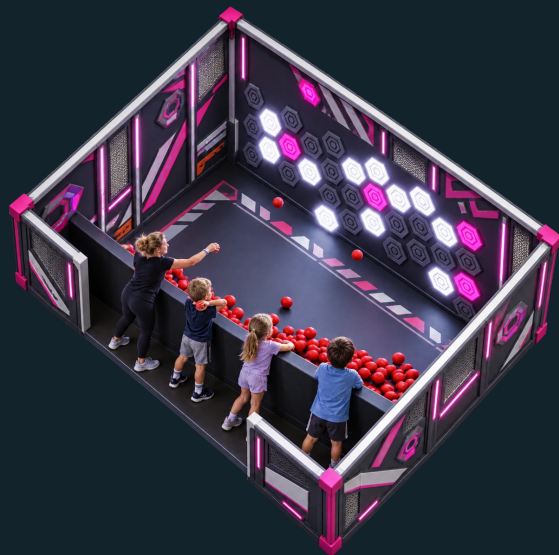
10 m² / Scheme reference

Catalogue game + room concept

Rotating circular target elements. Ball collection zone.

This rotating-target concept is labelled 10 m², matching the 16-page catalogue. The 23-page edition lists 20 m² and also repeats this name for a different wall task. Confirm the supplied model.

SOURCE: CRAZY PUNCH



Crazy Shots

20-30 m² / Scheme reference

Catalogue game + room concept

Circular illuminated wall targets. Ball collection zone.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: CRAZY SHOTS



Crossing the Bridge

10 m² / Scheme reference

Catalogue game + room concept

Narrow balance route. Suspended disk obstacles.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: CROSSING THE BRIDGE



Cube Crossing

10 m² / Scheme reference

Catalogue game + room concept

Open sensing area. Full-width game screen.

This supplied concept is labelled 10 m². The catalogue editions also list 25-30 m²; the final model and room area need confirmation.

SOURCE: CUBE CROSSING



Disk Balance Challenge

20-30 m² / Scheme reference

Catalogue game + room concept

Large circular balance platform.
Surrounding foam-filled zone.

Confirm final model dimensions, clearances,
access and ceiling requirements for the
site.

SOURCE: DISK BALANCE CHALLENGE



Energy Quest

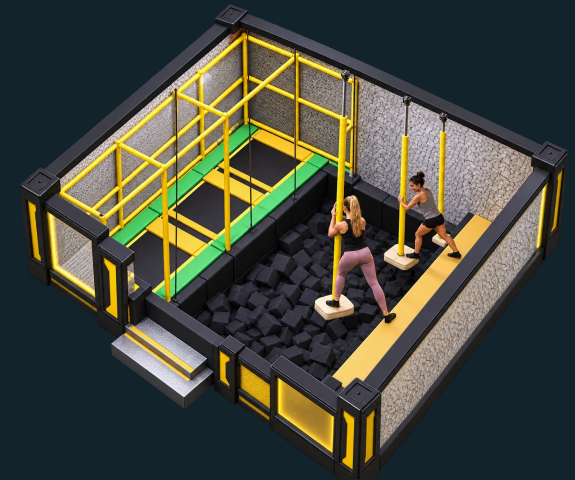
25-35 m² / Scheme reference

Catalogue game + room concept

Colour-block activity walls. Long shared
play zone.

Confirm final model dimensions, clearances,
access and ceiling requirements for the
site.

SOURCE: ENERGY QUEST



Floating Bridge Challenge

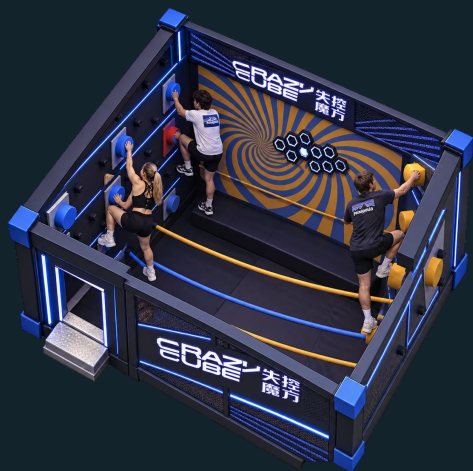
20-30 m² / Scheme reference

Catalogue game + room concept

Raised crossing elements. Suspended
stepping route.

Confirm final model dimensions, clearances,
access and ceiling requirements for the
site.

SOURCE: FLOATING BRIDGE CHALLENGE



Knock Out

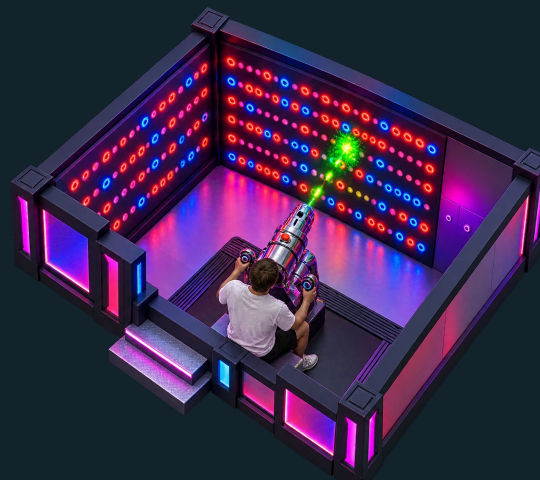
15 m² / Scheme reference

Catalogue game + room concept

Wall-mounted obstacle elements. Linear crossing route.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: KNOCK OUT



Laser Shooting

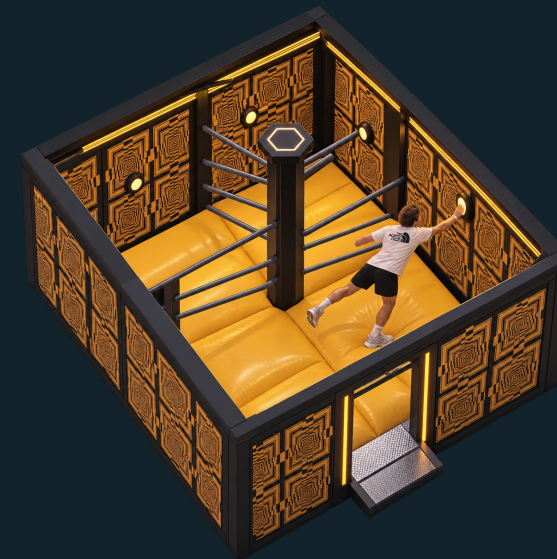
10-15 m² / Scheme reference

Catalogue game + room concept

Illuminated target walls. Shared aiming area.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: LASER SHOOTING



Ninja Dojo

20 m² / Scheme reference

Catalogue game + room concept

Mixed physical challenge elements. Raised and suspended obstacles.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: NINJA DOJO



Photon Arena

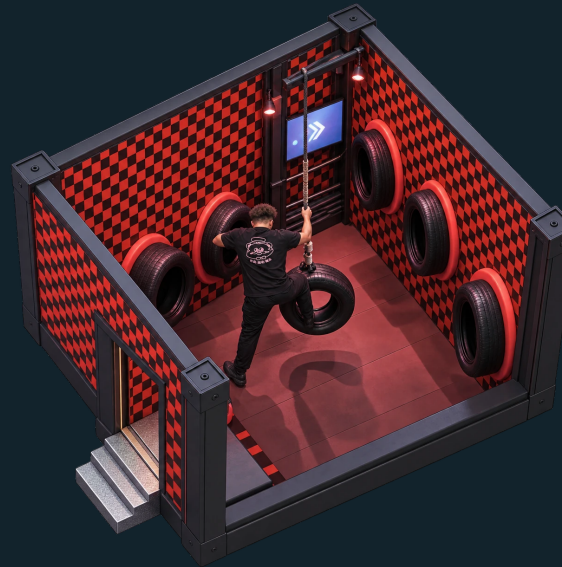
20-40 m² / Scheme reference

Catalogue game + room concept

Coloured circular floor cues. Open group play area.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: PHOTON ARENA



Restricted Zone

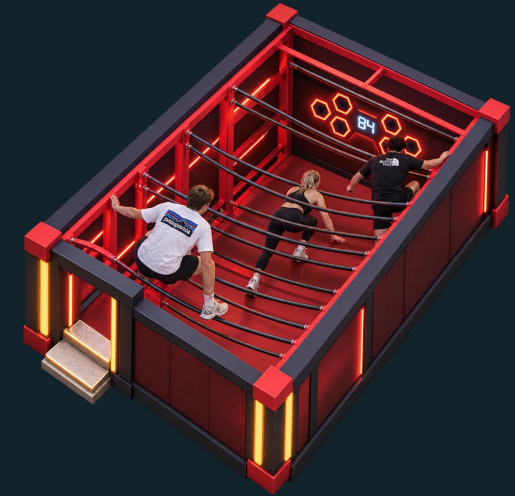
10-15 m² / Scheme reference

Catalogue game + room concept

Stepping and crossing elements. Wall-mounted circular obstacles.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: RESTRICTED ZONE



Rope Arena

20-30 m² / Scheme reference

Catalogue game + room concept

Red rope crossing pattern. Linear challenge route.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: ROPE ARENA



Slab Cliff

20-30 m² / Scheme reference

Catalogue game + room concept

Large padded platform. Surrounding foam-filled zone.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: SLAB CLIFF



Space Comet

10-15 m² / Scheme reference

Catalogue game + room concept

Wave-pattern illuminated walls. Multiple wall interaction positions.

The source file is named SPACE COMIT. Its wall-light arrangement corresponds visually to the Space Comet catalogue photo; the spelling and supplied model still need confirmation.

SOURCE: SPACE COMIT



Speed Abyss

30-40 m² / Scheme reference

Catalogue game + room concept

Long padded corridor. Soft block-filled activity zone.

Gameplay and group-size references follow the 16-page catalogue. The exact mechanism, triggering sequence and completion rules need a supplied-model demonstration.

SOURCE: SPEED ABYSS



Speed Runner

20-30 m² / Scheme reference

Catalogue game + room concept

Projected floor cues. Open movement area.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: SPEED RUNNER



Tetris

15-20 m² / Scheme reference

Catalogue game + room concept

Screen-based game presentation. Player control platforms.

Confirm final model dimensions, clearances, access and ceiling requirements for the site.

SOURCE: TETRIS



Wheels of Fortune

20 m² / Scheme reference

Catalogue game + room concept

Radial multi-player platform. Screen-facing answer positions.

Gameplay follows the quiz-and-platform description in the 16-page catalogue, rather than the repeated floor-tile paragraph in the later edition.

SOURCE: WHEELS OF FORTUNE