

Interactive challenges. A practical planning guide.

30 catalogue-based game profiles, 27 supplied room concepts, venue formats and a useful project brief.

How to use this guide

This website edition summarises the supplied 16-page and 23-page catalogues. It corrects the Memory Maze summary using the detailed mode descriptions, distinguishes room width from area, and identifies unresolved configuration differences. It does not replace an approved engineering drawing, equipment proposal or service agreement.

Reference values are for initial selection. Confirm the supplied model, final layout, operating instructions and commercial scope before committing to a configuration.

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Contact source: 23-page catalogue cover. Current company contact and address require confirmation before formal public launch. Archived catalogues and the existing mother site may list different channels.

Compare the game references

Game	Players	Room reference	Core task
Crazy Grid	2-8	40-50 m ²	Avoid red, clear blue and use green as your safe zone.
Photon Arena	6-8	20-40 m ²	Capture light zones, occupy targets and move with your team's mission.
Crazy Shots	2-4	20-30 m ²	Throw soft balls to reveal symbols, find matching pairs and clear them.
Crazy Laser	2-4	3 m wide	Navigate laser beams; add wall-target shooting in Advanced mode.
Memory Maze	2-6	25-30 m ²	Find and clear target colours, together or in three-team PK.
Energy Quest	2-4	25-35 m ²	Find hidden buttons, collect mission points and unlock the exit together.
Cube Crossing	2	Configuration confirmation required	Match your pose to openings in a virtual wall.
Slab Cliff	3-5	20-30 m ²	Answer correctly to stop the tilt and progress together on a rising platform.
Disk Balance Challenge	3-6	20-30 m ²	Coordinate on a large pivoting platform.
Speed Runner	3-6	20-30 m ²	Run and jump on a tracked projected floor.
Space Comet	2-4	10-15 m ²	Read the falling light and press the task target in time.
Tetris	2-4	15-20 m ²	Clear lines and send garbage rows to your opponent.
Crazy Control	2-4	5 m ²	Keep your balance and use your body to control mini-games.
Crazy Arena	2-8	40-50 m ²	Real players interact together in a virtual 3D space.
Laser Shooting	2-4	10-15 m ²	Aim at sensor targets and score within the time limit.
Ninja Dojo	2-4	20 m ²	Combine physical skill tasks with digital controls and feedback.
Ball Shooting	2	20 m ²	Take football penalty and free-kick challenges into a digital stadium.

Game	Players	Room reference	Core task
Battle of Champions	2-4	15 m ²	Navigate rotating obstacles and reach the finish light within the time limit.
Body Challenge	2-4	10 m ²	Find the route through an arm-hanging maze without falling.
Crazy Labyrinth	2-4	10 m ²	Tilt a shared platform to guide a red ball into the target hole.
Crazy Punch	2-4	Configuration confirmation required	Time your throws to put balls into a rotating target.
Crossing the Bridge	2-4	10 m ²	Cross a balance beam while avoiding the swaying disk.
Floating Bridge Challenge	3	20-30 m ²	Answer correctly to advance along a floating bridge.
Knock Out	2-4	15 m ²	Read the rhythm of retracting obstacles to reach the endpoint.
Restricted Zone	2-4	10-15 m ²	Traverse the challenge without touching the restricted ground.
Rope Arena	2-4	20-30 m ²	Traverse the red-rope route together without contact.
Wheels of Fortune	4-6	20 m ²	Choose the right quiz answer to remain on the platform.
Crazy Asylum	6	30-40 m ²	Climb, crawl and explore a padded maze. Find the exit before time runs out.
Cliff Escape	8	20-30 m ²	Answer correctly to stop the pushing pillars. Match your pose to the gaps and stay in the challenge.
Speed Abyss	3	30-40 m ²	Combine your team's judgement with your own instincts. Choose the right answer to avoid the abyss outcome.

Crazy Laser: 3 m is a width, not 3 m². Cube Crossing: 10 m² in the 16-page catalogue and 25-30 m² in the 23-page catalogue; do not choose an area until the model/configuration is confirmed.

Crazy Grid

2-8 players | 40-50 m²

An LED floor becomes a changing route of decisions. Players read the colours under their feet, move to clear blue tiles and avoid red tiles, using green zones to regroup. It combines physical movement with a simple shared rule set: everyone can see the next cue, but coordinating the response is part of the challenge.

The mechanism

Red tiles must be avoided, blue tiles are stepped on and eliminated, and green tiles provide safe areas. Watch how the floor changes and plan the next move together. The catalogue reference is 2-8 players in a 40-50 m² room.

Play sequence

1. Identify the red, blue and green areas before making your next move. The colour code is the game rule, not simply decorative lighting.
2. Step on blue tiles to clear them while avoiding the red zones. Use green areas as a safe place to read the next cue.
3. Keep observing the floor and coordinate your route with the group. Exact levels and session settings depend on the installed game configuration.

Planning questions

- Use 40-50 m² as a catalogue room-area reference, then confirm the tile layout and movement space.
- Locate the entrance, player briefing point and spectator/queue space without blocking the game floor.
- Review floor condition, power, control equipment and installation needs in the project proposal.

Source: 16-page catalogue · p16; 23-page catalogue · p8

Photon Arena

6-8 players | 20-40 m²

Photon Arena combines light-zone missions with active group competition. Players move around the arena to capture light zones, occupy targets, chase, dodge and cooperate. Real-time scoring and changing audiovisual cues connect the physical actions to the game, making the group part of one shared experience.

The mechanism

The arena supports different mission types described in the catalogue. The task may involve a light zone, an occupied target or movement around other players; sound and light feedback guide the response. The catalogue recommends 6-8 players and 20-40 m².

Play sequence

1. Bring the group into the arena and understand the mission being played. The catalogue describes multiple modes, rather than one universal objective.
2. Follow the active light zones or targets. Move, chase or dodge where the mission calls for it while communicating with teammates.
3. Use the real-time game feedback to review the group result. Ask for a demonstration of the modes supplied with your proposed configuration.

Planning questions

- Review clear movement space against the chosen light-zone missions.
- Plan the briefing, entry and exit around a 6-8-player group.
- Confirm the supplied modes, scoring display, lighting and audio configuration in a demonstration.

Supplied room concept

20-40 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: PHOTON ARENA

Source: 16-page catalogue · p9

Crazy Shots

2-4 players | 20-30 m²

Crazy Shots links throwing accuracy with a symbol-matching task. Players throw soft balls at the patterned wall lights to reveal symbols, then look for matching pairs and clear them. Accurate throws matter, but observation and remembering where symbols appeared also shape the game.

The mechanism

A hit reveals a symbol on a wall target. Players look for the matching symbol among the other targets and clear the pair. This is different from simply hitting as many targets as possible: the revealed information guides the next throw.

Play sequence

1. Watch the wall targets and make a controlled throw to reveal a symbol.
2. Look across the revealed symbols for a matching pair, rather than choosing every target at random.
3. Hit the matching targets to clear the pair and continue the challenge. Session duration and scoring settings are confirmed with the supplied version.

Planning questions

- Allow for the target wall, throwing area and ball collection within the room layout.
- Separate the play zone from the entrance and waiting group.
- Confirm the product name and supplied soft-ball target system in the proposal.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: CRAZY SHOTS

Source: 16-page catalogue · p9

Crazy Laser

2-4 players | 3 m wide

Crazy Laser turns a room of beams into a route-planning challenge. Players look ahead, duck and step around the lasers as they make their way through. The catalogue describes two distinct modes: reaching the exit within a time limit, and a more involved challenge that also includes shooting wall targets.

The mechanism

Basic mode asks players to dodge the beams and reach the exit before time runs out. Advanced mode combines evasion with precise shots at wall targets to defuse in-game bombs. The catalogue gives a 3 m reference width, not a complete room area.

Basic / Reach the exit

Dodge the beams and reach the exit within the time limit.

Advanced / Navigate + aim

Evade beams and precisely shoot wall targets to defuse in-game bombs.

Play sequence

1. Confirm the selected mode and its goal before entering. Basic and Advanced do not use the same task list.
2. Duck and step around the beams as you work through the room. In Advanced mode, also aim at the wall targets described in the catalogue.
3. Reach the exit within the Basic-mode time limit, or complete the Advanced-mode target tasks. Installed scoring and penalties need to be confirmed with the supplied version.

Planning questions

- Start with the 3 m catalogue width and ask the team to confirm length, equipment layout and clearance.
- Review entrance, exit and the player movement route for the proposed mode.
- Confirm whether the supplied package includes Basic, Advanced and wall-target equipment.

Source: 16-page catalogue · p16; 23-page catalogue · p18

Memory Maze

2-6 players | 25-30 m²

Memory Maze is a colour-target challenge in a light-button arena. Players observe the wall cues, locate the target colours and touch buttons to clear them. The catalogue describes both cooperative play across different zones and a competitive mode with three colour teams. Observation, communication and quick reactions work together.

The mechanism

In Team mode, players work across the zones to find and clear the target colours before time runs out. In PK mode, three teams each have a colour; the first team to touch and clear all buttons of its own colour wins.

Team / Clear together

Find and clear target colours across different zones before time runs out.

PK / Three colour teams

Each team clears its own colour. The first to clear all of its buttons wins.

Play sequence

1. Identify whether you are playing cooperative Team mode or three-team PK mode. Read the assigned target colour and the goal.
2. Move between the zones and touch the relevant wall buttons to clear them. Communicate with teammates as you search for remaining targets.
3. In Team mode, clear the target colours before time expires. In PK mode, the first team to clear all buttons of its own colour wins.

Planning questions

- Plan access to the wall-button zones within the 25-30 m² catalogue room reference.
- Consider player circulation between zones for both cooperative and competitive play.
- Confirm the available Team/PK modes, player allocation and button layout.

Source: 16-page catalogue · p16 (mode descriptions)

Energy Quest

2-4 players | 25-35 m²

Energy Quest combines finding hidden buttons with a timed team mission. Players follow on-screen instructions, search the room and collect points by completing the tasks. The group needs enough points to unlock the exit, so observation and communication connect the separate discoveries to one shared goal.

The mechanism

The screen provides the task instructions. Players locate the hidden buttons and collect points within the mission time. The catalogue links reaching a sufficient score with unlocking the exit; it does not publish a universal points threshold or session duration.

Play sequence

1. Read the on-screen task together before splitting the search. The instructions guide which hidden buttons the team should locate.
2. Find the buttons and collect task points. Share discoveries so teammates can coordinate the mission.
3. Earn enough points to unlock the exit within the challenge. Confirm the supplied mission settings rather than assuming a fixed score or duration.

Planning questions

- Share the room plan and review the hidden-task locations with the team.
- Keep the player route, entry/exit and screen instructions clear in the layout.
- Confirm the mission timing, scoring and exit interaction in a demonstration.

Supplied room concept

25-35 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: ENERGY QUEST

Source: 16-page catalogue · p11

Cube Crossing

2 players | Room area: confirm configuration

Cube Crossing turns a player's body pose into the answer to a digital opening. Players choose a mode on the screen and stand in the interactive floor-sensing area to begin. Visual prompts show the approaching wall pattern, and the players react by matching their poses to the opening on the virtual track.

The mechanism

The challenge is described as a virtual wall simulation, with floor sensing and screen prompts. Players read the opening and adjust their body position to match it. Both catalogue editions list two players, but their room-area recommendations differ.

Play sequence

1. Select the game mode on the screen and stand in the interactive floor-sensing area to start.
2. Read the approaching patterned opening on the virtual track. The prompt shows the pose you need to match.
3. Adjust your body position to fit the opening. Confirm mode, tracking layout and final space requirements for the supplied configuration.

Planning questions

- Send the floor plan and confirm the chosen model before using either catalogue area for a layout.
- Review the sensing zone, screen position and free movement space.
- Confirm the two-player arrangement and supported modes in a demonstration.

Room area needs configuration confirmation: 10 m² in the 16-page catalogue; 25-30 m² in the 23-page catalogue.

Supplied room concept

10 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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

Room collection: v1 · October 2026 | Source file: CUBE CROSSING

Source: 16-page catalogue · p15; 23-page catalogue · p15

Slab Cliff

3-5 players | 20-30 m²

Slab Cliff connects a group quiz with a changing padded platform. As players answer questions, the platform rises and tilts. A correct answer stops the tilting, while teamwork helps the group support each other and work towards the higher platform. It brings decision-making and physical coordination into the same challenge.

The mechanism

The catalogue describes a rising slab chamber where answering correctly stops the floor tilting. The stated goal is to cooperate and progress towards the highest platform. The movement sequence and operating settings should be demonstrated for the actual equipment package.

Play sequence

1. Gather on the padded platform and understand the question and movement instructions.
2. Discuss the answer together. A correct answer stops the tilting action described in the catalogue.
3. Support each other as you progress towards the higher platform. Staff procedures and equipment settings must be reviewed for the supplied model.

Planning questions

- Review the equipment movement envelope, platform access and clearances with the supplier.
- Use 20-30 m² only as a room reference, not as a complete engineering drawing.
- Confirm operating instructions, staff briefing and the supplied question/game settings.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: SLAB CLIFF

Source: 16-page catalogue · p10

Disk Balance Challenge

3-6 players | 20-30 m²

Disk Balance Challenge brings a group onto one large disk supported by a single pivot. Every shift in position affects the stability of the shared platform. The challenge comes from coordinating weight and movement across the group, rather than relying on one player's individual balance.

The mechanism

The disk responds to the combined movements of the players. A team needs to notice how the platform changes and coordinate its response to keep it balanced. The catalogue lists 3-6 players and a 20-30 m² room reference.

Play sequence

1. Enter the platform according to the supplied operating instructions and gather the group.
2. Notice how a change in position shifts the disk. Discuss what the platform is doing before reacting independently.
3. Coordinate the group's weight and movement to keep the disk steady. Confirm the actual session goal and supervision procedure for the model.

Planning questions

- Review platform movement clearance and access in the proposed layout.
- Ask for confirmed structural, load and floor requirements for the supplied equipment.
- Plan briefing and staff supervision according to the supplier's operating instructions.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: DISK BALANCE CHALLENGE

Source: 16-page catalogue · p12

Speed Runner

3-6 players | 20-30 m²

Speed Runner uses visual tracking to turn running and jumping into game input. A projected floor presents the game cues, while the system responds to the group's movements. Players do not need handheld or worn equipment to control the gameplay; the movement itself is the controller.

The mechanism

Visual tracking captures physical actions in the projected play area. Running and jumping become responses to the digital challenge, supported by dynamic audiovisual feedback. The catalogue recommends 3-6 players and 20-30 m².

Play sequence

1. Gather in the projected play area and review the game instructions.
2. Run and jump in response to the projected cues while watching the group's movement.
3. Review the feedback as visual tracking turns actions into game controls. Confirm the supplied game content and projection setup.

Planning questions

- Confirm the projection and tracking layout for the actual room.
- Review floor, ceiling, ambient light and player movement space with the supplier.
- Keep entry, queueing and spectators outside the active tracking area.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: SPEED RUNNER

Source: 16-page catalogue · p8

Space Comet

2-4 players | 10-15 m²

A randomly descending light signal turns timing into a shared reaction challenge. Players press the task light before the signal reaches its target to score. The catalogue describes increasing speed at higher levels, so the visible cue gives the team less time to respond as the challenge progresses. This entry refers to the task-light product; a different rope challenge is duplicated under the same name elsewhere in the source.

The mechanism

Press the relevant task light before the descending signal reaches its target to earn points. The catalogue describes a faster signal at higher levels. Confirm the levels and scoring included in the supplied version.

Play sequence

1. Watch the random light signal and identify the task light it is moving towards.
2. Press the relevant task light before the descending signal reaches its target to earn points.
3. The catalogue describes a faster signal at higher levels. Confirm the levels and scoring included in the supplied version.

Planning questions

- Confirm the supplied model and game/control package in a demonstration.
- Review the equipment footprint, player clearance, access and movement space in the floor plan.
- Ask for confirmed power, installation and operating requirements for the selected configuration.

Supplied room concept

10-15 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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.

Room collection: v1 · October 2026 | Source file: SPACE COMIT

Source: 16-page catalogue · p13; 23-page catalogue · p8

Tetris

2-4 players | 15-20 m²

A physical interactive installation brings competitive line-clearing into the game mix. The 16-page catalogue describes a head-to-head rule: clearing a line sends a grey garbage row to the opponent. Players try to keep the blocks from stacking to the top, and the last player remaining wins. The exact control interface and configuration need to be demonstrated for the proposed installation.

The mechanism

Each line cleared sends one grey garbage row to the opponent, according to the catalogue. The challenge ends when blocks stack to the top. The last player remaining wins.

Play sequence

1. Follow the supplied interface to arrange the blocks and clear a line. Confirm how players control the installation.
2. Each line cleared sends one grey garbage row to the opponent, according to the catalogue.
3. The challenge ends when blocks stack to the top. The last player remaining wins.

Planning questions

- Confirm the supplied model and game/control package in a demonstration.
- Review the equipment footprint, player clearance, access and movement space in the floor plan.
- Ask for confirmed power, installation and operating requirements for the selected configuration.

Supplied room concept

15-20 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: TETRIS

Source: 16-page catalogue · p13 (game rules)

Crazy Control

2-4 players | 5 m²

Crazy Control connects a physical control platform with familiar digital mini-games. Players maintain balance while using body movement to operate buttons. The catalogue gives Tetris and Pac-Man as examples of the game content, combining quick observation and coordinated movement in a compact installation. The listed area is a room reference; access, clearance and the supplied control interface still need review.

The mechanism

Maintain balance while using your body to activate the game buttons. Follow the selected mini-game objective. Ask for a demonstration of the content supplied with your model.

Play sequence

1. Enter the control platform following the supplied instructions and understand the control layout.
2. Maintain balance while using your body to activate the game buttons.
3. Follow the selected mini-game objective. Ask for a demonstration of the content supplied with your model.

Planning questions

- Confirm the supplied model and game/control package in a demonstration.
- Review the equipment footprint, player clearance, access and movement space in the floor plan.
- Ask for confirmed power, installation and operating requirements for the selected configuration.

Supplied room concept

5 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: CRAZY CONTROL

Source: 16-page catalogue · p13; 23-page catalogue · p9

Crazy Arena

2-8 players | 40-50 m²

Crazy Arena is described as a mixed-reality sports entertainment experience. Multiple real players interact within a virtual 3D space, connecting physical participation with a shared digital environment. The source gives a 2-8-player reference and a 40-50 m² room area. It does not specify a universal mission list, tracking method or required wearable package; these should be confirmed in a product demonstration.

The mechanism

Enter the play area so the group can participate in the shared virtual 3D experience. Interact according to the supplied game. Confirm supported content, tracking and player equipment before installation.

Play sequence

1. Review the demonstration and instructions for the actual mixed-reality package offered.
2. Enter the play area so the group can participate in the shared virtual 3D experience.
3. Interact according to the supplied game. Confirm supported content, tracking and player equipment before installation.

Planning questions

- Confirm the supplied model and game/control package in a demonstration.
- Review the equipment footprint, player clearance, access and movement space in the floor plan.
- Ask for confirmed power, installation and operating requirements for the selected configuration.

Supplied room concept

40-50 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: CRAZY ARENA

Source: 16-page catalogue · p15

Laser Shooting

2-4 players | 10-15 m²

Laser Shooting is a target game, separate from the Crazy Laser beam maze. Players use a laser gun to aim at stationary or moving targets. Sensors trigger light, sound or vibration feedback when a target is hit. The catalogue describes hitting as many targets as possible within a time limit, with ranking based on hits and completion time. Confirm the target types and feedback included in the actual package.

The mechanism

A hit triggers sensor feedback, which may use light, sound or vibration depending on the equipment package. Hit as many targets as possible within the time limit. The catalogue ranks play using hits and completion time.

Play sequence

1. Aim with the laser gun at the stationary or moving targets in the supplied game.
2. A hit triggers sensor feedback, which may use light, sound or vibration depending on the equipment package.
3. Hit as many targets as possible within the time limit. The catalogue ranks play using hits and completion time.

Planning questions

- Confirm the supplied model and game/control package in a demonstration.
- Review the equipment footprint, player clearance, access and movement space in the floor plan.
- Ask for confirmed power, installation and operating requirements for the selected configuration.

Supplied room concept

10-15 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: LASER SHOOTING

Source: 16-page catalogue · p15 (target-game description)

Ninja Dojo

2-4 players | 20 m²

The mini Ninja Dojo described in the catalogue combines digital equipment with non-powered physical devices. Smart controls and real-time data feedback accompany tasks that challenge physical strength and skill. The equipment arrangement is important to the experience: request the proposed obstacle and control list before deciding how it fits the venue. The source recommends 2-4 players and a 20 m² room reference.

The mechanism

Take on the physical strength and skill tasks using the non-powered elements. Use the digital controls and real-time feedback described in the catalogue. Confirm the task sequence and scoring for the proposed version.

Play sequence

1. Understand the route and operating instructions for the specific devices supplied.
2. Take on the physical strength and skill tasks using the non-powered elements.
3. Use the digital controls and real-time feedback described in the catalogue. Confirm the task sequence and scoring for the proposed version.

Planning questions

- Confirm the supplied model and game/control package in a demonstration.
- Review the equipment footprint, player clearance, access and movement space in the floor plan.
- Ask for confirmed power, installation and operating requirements for the selected configuration.

Supplied room concept

20 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: NINJA DOJO

Source: 16-page catalogue · p15 (mini version)

Ball Shooting

2 players | 20 m²

Digital stadium imagery surrounds a physical football challenge. Players take penalty kicks and free kicks, with the catalogue describing capture and simulation of real ball speed and angle.

The mechanism

The ball remains the physical input. Speed and direction connect the kick to the digital football scene; available challenge settings belong to the supplied configuration.

Penalty kicks

A penalty-kick football challenge described in the catalogue.

Free kicks

A free-kick football challenge described in the catalogue.

Play sequence

1. Select a supplied penalty-kick or free-kick challenge and follow its instructions.
2. Kick from the designated area towards the football target.
3. The digital presentation responds to the captured ball speed and angle.

Planning questions

- Confirm the kicking distance, target arrangement and ball containment around the 20 m² reference.
- Review surface suitability and separation from public circulation.
- Ask for the supplied ball-capture system, demonstration and operating instructions.

Supplied room concept

20 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: BALL SHOOTING

Source: 16-page product catalogue · p15

Battle of Champions

2-4 players | 15 m²

A timed physical challenge combines movement and anticipation. Players navigate the rotating obstacles, reach the final destination and extinguish the finish light to complete the task.

The mechanism

The rotating obstacle arrangement sets the route. Completion depends on reaching the endpoint and switching off its light within the stipulated time.

Play sequence

1. Understand the rotating obstacles and the endpoint before starting.
2. Navigate the obstacles within the game's time limit.
3. Extinguish the light at the final destination to complete the challenge.

Planning questions

- Confirm obstacle movement envelopes and player clearances within the 15 m² reference.
- Ask for the finish-light arrangement, operator controls and stopping procedure.
- Review entry, exit and briefing space separately from the moving obstacle zone.

Supplied room concept

15 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: BATTLE OF CHAMPIONS

Source: 16-page product catalogue · p14

Body Challenge

2-4 players | 10 m²

Body Challenge combines arm strength and route decisions. The catalogue describes traversing a maze-like route while hanging by the arms, finding a fast path to the endpoint.

The mechanism

Players progress through the hanging route. Falling during the attempt means the challenge has failed; the brochure does not define a scoring formula or route dimensions.

Play sequence

1. Identify the hanging path and endpoint from the supplied briefing.
2. Move through the maze-like route while maintaining your hold.
3. Complete the route without falling during the attempt.

Planning questions

- Request the full overhead route, mounting details and ceiling-height requirement.
- Review the landing arrangement and operating supervision for the supplied model.
- Confirm the 10 m² scheme against actual equipment, access and structural conditions.

Supplied room concept

10 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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

Room collection: v1 · October 2026 | Source file: BODY CHALLENGE

Source: 16-page product catalogue · p15

Crazy Labyrinth

2-4 players | 10 m²

The team works together to steer a red ball across a tilting surface. Rather than memorising a floor pattern, players coordinate the platform's slope to guide the ball into a designated hole.

The mechanism

Changes in the platform slope change the ball's path. The target-hole objective makes small, coordinated adjustments central to the challenge.

Play sequence

1. Identify the designated hole and the ball's starting position.
2. Work together to tilt the platform and guide the red ball.
3. Adjust the slope until the ball reaches the target hole.

Planning questions

- Confirm the platform footprint and perimeter access within the 10 m² reference.
- Review how player positions influence the platform and how the ball is reset.
- Ask for the supplied target surface and operating demonstration.

Supplied room concept

10 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: CRAZY LABYRINTH

Source: 16-page product catalogue · p14

Crazy Punch

2-4 players | Room area: confirm configuration

This Crazy Punch profile follows the rotating-target game in the 16-page catalogue. Players focus on a spinning target and try to put as many balls into it as possible for a better score.

The mechanism

Rotation changes when the target openings are accessible. Accuracy and timing govern the throws; this is not the differently described wall-symbol task under the same name in a later edition.

Play sequence

1. Read the rotating target before choosing when to throw.
2. Throw balls into the moving target as openings pass.
3. Continue placing balls successfully to improve the score.

Planning questions

- Specify the rotating-target version in the proposal rather than relying on the product name alone.
- Review throwing distance, target movement and ball collection against the selected model.
- Confirm the final room area; 10 m² is this supplied scheme's label, not a universal requirement.

Room area differs between editions. This profile describes the rotating-target version; confirm the final supplied configuration.

Supplied room concept

10 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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.

Room collection: v1 · October 2026 | Source file: CRAZY PUNCH

Source: 16-page product catalogue · p14

Crossing the Bridge

2-4 players | 10 m²

A narrow balance route is interrupted by a disk moving from side to side. Players anticipate its movement and cross the beam without being knocked off.

The mechanism

The beam and swaying disk create a combined balance-and-timing task. If the disk knocks a player from the beam, the catalogue describes the attempt as failed.

Play sequence

1. Watch the disk sway and identify the crossing route.
2. Time your movement to avoid the disk while balancing.
3. Complete the crossing without being knocked off the beam.

Planning questions

- Confirm the beam route, disk sweep and landing arrangement.
- Review mounting, ceiling clearance and operator controls for the supplied model.
- Keep the 10 m² room reference separate from access and waiting-space planning.

Supplied room concept

10 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: CROSSING THE BRIDGE

Source: 16-page product catalogue · p13

Floating Bridge Challenge

3 players | 20-30 m²

A floating bridge brings questions and physical balance together. The catalogue describes answering correctly as the way to move forward along an unsteady route towards the other side.

The mechanism

Question responses are linked to progress across the bridge. The source does not specify the exact bridge movement, question library or failure sequence.

Play sequence

1. Follow the supplied briefing and read the current question.
2. Choose the correct response to progress.
3. Continue answering and moving towards the other side.

Planning questions

- Review the bridge movement, clearance and landing arrangement for the selected model.
- Confirm the question content, control sequence and operator instructions.
- Plan access and shared circulation outside the 20-30 m² reference room.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: FLOATING BRIDGE CHALLENGE

Source: 16-page product catalogue · p14

Knock Out

2-4 players | 15 m²

Wall-mounted retracting devices keep interfering with the route. Players identify their operating patterns, overcome the obstacles and make their way to the endpoint.

The mechanism

Recognising the recurring operation of the retractable devices is central to progress. The catalogue does not give impact force, stroke, cycle speed or difficulty settings.

Play sequence

1. Observe the operating patterns of the wall obstacles.
2. Move through the route while responding to their rhythm.
3. Overcome the obstacles to complete the mission objective.

Planning questions

- Confirm the device movement envelope and route width.
- Review controls, stopping procedures and protective arrangements in the proposal.
- Check the 15 m² room reference against actual access and equipment installation.

Supplied room concept

15 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: KNOCK OUT

Source: 16-page product catalogue · p13

Restricted Zone

2-4 players | 10-15 m²

Players move through a restricted area to accomplish the mission objective. The ground in that area must not be touched; contact triggers a red alert and disqualifies the player from the challenge.

The mechanism

The key rule concerns contact with the restricted ground. The source does not establish a laser-based mechanic, so this profile is distinct from Crazy Laser and Rope Arena.

Play sequence

1. Read the briefing to identify restricted ground and allowed supports.
2. Move through the challenge without touching the restricted area.
3. Reach the mission objective while maintaining the ground-contact rule.

Planning questions

- Request the allowed-route drawing and the restricted-ground detection arrangement.
- Review support spacing and protective surfaces for the supplied configuration.
- Plan access and supervision in addition to the 10-15 m² reference.

Supplied room concept

10-15 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: RESTRICTED ZONE

Source: 16-page product catalogue · p14

Rope Arena

2-4 players | 20-30 m²

The team carefully traverses to the opposite side without touching any red ropes. Coordination matters across the whole group: if one member fails, the entire team must restart.

The mechanism

The shared rope-contact rule ties individual movement to the team result. The 23-page catalogue names this Rope Arena; the earlier edition repeats it under Space Comet.

Play sequence

1. Identify the route towards the opposite side.
2. Coordinate movement without touching the red ropes.
3. The team reaches the other side; one failure requires a team restart.

Planning questions

- Confirm rope mounting, route spacing and the supplied contact rules.
- Review entry, exit and the group restart process.
- Use the 20-30 m² reference as a discussion point, then review the site layout.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

Confirm the supplied model, ceiling height, equipment clearances and site-specific access.

Room collection: v1 · October 2026 | Source file: ROPE ARENA

Source: 16-page product catalogue · p13 (name cross-check: 23-page catalogue · p21)

Wheels of Fortune

4-6 players | 20 m²

A quiz challenge combines knowledge and quick judgement with a physical platform response. Choose correctly to stay in the game; the catalogue describes the platform dropping after a wrong answer.

The mechanism

Answers control the platform outcome. This profile uses the 16-page quiz description; the later edition repeats a floor-tile paragraph that belongs to another game.

Play sequence

1. Follow the supplied instructions and consider the answer options.
2. Make your quiz decision at the designated player position.
3. Correct choices keep players in the game; a wrong answer produces the described platform drop.

Planning questions

- Request the platform movement and protective-surface drawings.
- Confirm player positions, answer controls and the reset sequence.
- Review access and supervision around the 20 m² reference room.

Supplied room concept

20 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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

Room collection: v1 · October 2026 | Source file: WHEELS OF FORTUNE

Source: 16-page product catalogue · p14

Crazy Asylum

6 players | 30-40 m²

A multi-level padded maze turns the search for an exit into a physical challenge. Players climb, crawl and explore different routes while working within a time limit. Direction, quick reactions and physical effort all shape the journey.

The mechanism

The route is the challenge: changing levels and openings ask players to use more than one way of moving. The objective is to find the exit within the allotted time; the catalogue does not specify a fixed route, duration or scoring formula.

Play sequence

1. Follow the briefing and identify the maze entry and exit objective.
2. Move through the multi-level arrangement using climbing and crawling.
3. Explore the routes to reach the exit before the time limit.

Planning questions

- Review the complete maze route, entry, exit and level changes for the selected model.
- Confirm the ceiling height, padded surfaces, access and observation positions.
- Plan briefing and waiting space outside the 30-40 m² room reference.

Supplied room concept

30-40 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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

Room collection: v1 · October 2026 | Source file: CRAZY ASYLUM

Source: 16-page product catalogue · p10

Cliff Escape

8 players | 20-30 m²

Knowledge and movement meet along a cliff-style challenge wall. Stone pillars push out at random and stop when a question is answered correctly. Players adjust their bodies to fit the gaps and try to remain in the challenge for longer.

The mechanism

A correct answer stops the pillars; body position helps players fit around the moving wall elements. The answering order changes after the first round, adding a team decision to the physical task.

Play sequence

1. In round one, take turns answering the questions.
2. Answer correctly to stop the pillars and adjust your pose to the gaps.
3. From round two onward, choose a teammate to answer.

Planning questions

- Request the pillar movement envelope, platform and protective landing arrangement.
- Confirm answer controls, question content, stopping and reset procedures.
- Review access, ceiling height and group positions within the 20-30 m² reference.

Supplied room concept

20-30 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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

Room collection: v1 · October 2026 | Source file: CLIFF ESCAPE

Source: 16-page product catalogue · p12

Speed Abyss

3 players | 30-40 m²

Speed Abyss brings a team's judgement and individual instinct into a question-led challenge. Players consider the answer together, then make their choice. The catalogue describes an incorrect choice as being knocked into the abyss.

The mechanism

The question and the choice are documented. The exact movement, triggering sequence, landing configuration and completion rules are not specified in the brochure and should be demonstrated for the proposed model.

Play sequence

1. Understand the question and available answer choices from the supplied briefing.
2. Combine your teammates' judgement with your own instincts.
3. Choose the answer; the brochure describes an abyss outcome after an incorrect choice.

Planning questions

- Ask for the complete question-to-movement demonstration and completion rules.
- Review the supplied player positions, movement and protective landing configuration.
- Confirm length, width, height and access separately from the 30-40 m² area reference.

Supplied room concept

30-40 m² is this scheme's labelled room-area reference, not length x width or equipment footprint.

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

Room collection: v1 · October 2026 | Source file: SPEED ABYSS

Source: 16-page product catalogue · p11

Venue formats

Areas below refer to venue formats. They are not equipment footprints or fixed package promises.

Format	Reference area	Planning focus
Mini	50-60 m ²	Plan the game selection and circulation carefully within a smaller footprint.
Standard	100-120 m ²	Explore differentiated games and a clear journey through the space.
Boutique	120-180 m ²	Discuss room variety, shared circulation and spaces between challenges.
Flagship	320-350 m ²	Consider a broader game range and how the whole venue is organised.
Super	2,000-3,000 m ²	Explore tailored zoning based on the site and operating concept.

Rooms and Open Arena

Challenge rooms organise separate tasks around shared circulation. The 23-page catalogue also describes an open Arena format, where players use a team card or wristband and collect points across games. It can be considered alongside social and food-and-beverage areas.

An open Arena venue format is different from the individual Crazy Arena game. Room counts, equipment counts and gameplay/content counts need separate definitions.

System and service scope

The catalogues describe Operations, Membership, Wristband and Central Control. Wristband readers, score lookup and member interface illustrations are shown in the 16-page catalogue, p5.

Before specifying the system

- Request a demonstration of the actual software version and supplied hardware. - Confirm identification, readers, scoring, profile/history functions and supported games. - Agree installation, training, connectivity and access arrangements. - Confirm content updates, customisation, frequency, coverage and any fees.

Service stages

Plan, Design, Manufacture, Install, Train and Support. Agree the deliverables, site preparations, equipment/configuration list, installation responsibilities, commissioning checks, training documents and support path in the project proposal.

The brochure mentions monthly game updates; this is not a universal service guarantee. The agreed support schedule defines the actual service.

A useful first brief

Share the information you have. Missing engineering conditions can be resolved during the planning discussion.

Information	What to prepare
Location	Country, city and intended venue setting.
Usable area	Approximate area, floor plan, ceiling height and building constraints if known.
Audience	Families, friends, teams or mixed audiences.
Game interests	A shortlist and the skills/experience you want to combine.
Timeline	Target opening and the current stage of the project.
Configuration	Ask for confirmed models, dimensions, supply scope and demonstration.

Project evidence

The Toronto overview is based on the 16-page catalogue, p3: approximately 300 m², eight game types, first-floor arcade and second-floor CrazyCube. Concept images on the website do not document the installation. Request current project records and installation photographs from the team.

Source and version notes

The two original catalogues are retained in the website Resources archive. They contain some duplicated descriptions, conflicting dimensions and different contact channels. Use the corrected website summary for the profiles in this guide, and confirm unresolved points with the company.

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