

# HEROES VS INVADERS




1 to 4 players



Cooperative game



Player capacity/hour\*

Game  
5 min.

Game  
2 min.



6+ years



Ball



40

80

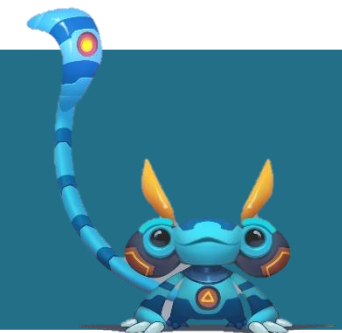
## Confront the goalkeepers!

The prestigious penalty shootout championship takes place on the planet Earth. The players in the final must face the best goalkeepers in the Caledui IV galaxy.

Watch them and spot their weaknesses to achieve the highest score in the universe!

## The advantages of the game

- > A world and characters with a unique design
- > Combines fun and physical activity
- > Precision ball game
- > Can be played at any age
- > Develops team spirit



## Instructions

You face the goalkeepers in a series of penalty shoot-outs. These goalkeepers each have their own defensive techniques.

The aim is to score as many points as possible by aiming at the goal without the shot being stopped by the goalkeepers.

Depending on where the ball hits the goal, the number of points is more or less important. If the ball is outside the goal, you lose points.

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# WOOLLY LAND



1 to 8 players



Cooperative game



6+ years



Ball/Touch



Player capacity/hour\*

Game  
5 min.

Game  
2 min.



80



160

## Protect your cattle!

Sheep guarded by shepherds must move from one field to another.

But to do so, they must cross a clearing filled with obstacles and wolves lurking in the shadows to attack the sheep!

## The advantages of the game

- > Fairy-tale-like world reminiscent of children's stories
- > Encourages motor skills in young children
- > Game mechanism accessible to all ages
- > Develops communication and reflexes



## Instructions

The aim of the game is to guide as many sheep as possible to the exits by throwing the ball or by tapping with your hand near them. This way, the sheep will go in the opposite direction.

To prevent the sheep from being eaten by the wolves, you have to keep them away by aiming at them with a ball or by tapping them with your hand.

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# ICE CREAM FACTORY

Player capacity/hour\*



2 to 8 players



Competitive game



Game  
5 min.

Game  
2 min.



6+ years



Ball



80

160

## Get a taste of the competition!

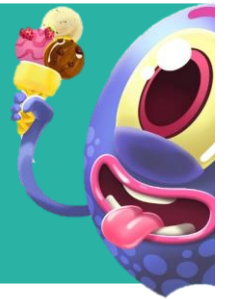
The two ice cream shops in your town are holding a contest to see who can serve the most ice cream in the time allotted.

To do this, they've recruited two teams to take on the task of serving. Execute the orders as quickly as possible to be the best!

The team with the fullest tip jar will be declared the winner of the competition.

## The advantages of the game

- > A fun and original family game
- > An acidic design with fun characters
- > Generates a social bond between team members
- > Promotes motor skills in young children
- > Develops organizational and communication skills



## Instructions

Players must place orders by pointing the ball at the ingredient icons. An order can consist of ice cream scoops and toppings.

Once the order is completed, players must validate their ice cream cone before the other team. Successful completion of the order earns gold coins.

The winning team is the one that gets the most gold coins.

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# TOTEM CRAFT



2 to 8 players	Competitive game	Player capacity/hour*	
8 + years	Ball/Touch	Game 5 min.	Game 2 min.
		80	160

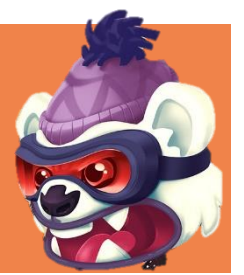
### Build, attack!

In a faraway land, two tribes seek the favor of the ancient gods. Their quest is to build the tallest totem pole in the kingdom to prove their piety.

A race to collect materials begins, the team that collects the most can build the tallest tower. Each team then attacks the other's tower to maintain their superiority.

### The advantages of the game

- > Combines fun, physical activity and strategy
- > Develops reflexes and speed of execution
- > Original universe
- > Promotes exchange and communication within the team



### Instructions

Each team chooses its deity before starting to build its tower. The game is divided into two phases:

1. The collection of materials: the players must aim at the materials that come down the waterfall with their ball to build their tower.
2. The destruction of the competing tower: the players aim at the blocks of the opposing tower to make it disappear.

The winner of the round is the one who has the highest tower at the end of the game

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Fun Interactive Game by NeoXperiences  
Immersive playground

# ZOMBIES VS BRAINS



1 to 8 players	Cooperative game	Game 5 min.	Game 2 min.
6+ years	Ball/Touch	80	160

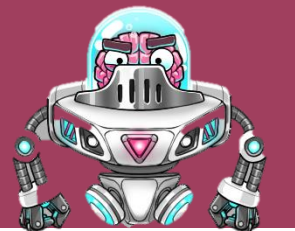
### Survive or die!

The end of the world is near... The last two surviving civilizations face each other in an ultimate battle for dominance on planet Earth.

Who will win the battle, the zombies or the brains?

### The advantages of the game

- > Combines fun, strategy and team spirit
- > Develops reflexes and speed of execution
- > Original universe
- > Promotes exchange and communication within the team



### Instructions

Your team is the brain civilisation. To fight the zombies, you must complete a number of tasks:

1. Clear your base from zombies. To do this, you must remove the zombies with your ball or by touching them with your hand.
2. Rescue the survivors: you must find the members of your army in the dark.
3. The ultimate battle. To win this battle, you must shoot the opposing forces.

Your team wins if it succeeds in all these steps.

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# TREASURE ISLAND

1 to 8 players

Cooperative game

6+ years

Ball

Player capacity/hour*	
Game 5 min.	Game 2 min.
80	160

## Embark on a treasure hunt!

A team of pirates decide to embark on their ship to a mysterious island to recover their treasure. After fighting sea monsters, the crew reaches the island, which holds many surprises for them...

## The advantages of the game

- > A multi-stage game with visual variety and change of pace
- > A fun, unexpected and exciting world
- > Encourages exchange and communication within teams



## Instructions

You must work together to reach an island with buried treasure, recover the treasure and bring it back to land. Your pirate team must face several challenges:

1. The journey to the island: Dangerous monsters attack the ship. By aiming at the monsters with your ball, you collect gold coins.
2. The map of the island: Using the clues displayed, you find the way to the treasure.
3. The treasure hunt: you search for the buried chests by aiming at the entire sandy surface.
4. Escape: You must escape from a giant octopus.

To do this, you break the attacks of its tentacles with your ball.

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# CLEAN THE OCEAN



2 to 8 players



Cooperative game



6+ years



Ball/Touch



Player capacity/hour\*

Game  
5 min.

Game  
2 min.



80

120

## Welcome aboard Ocean Rescue!

You are members of a team in charge of cleaning the oceans.

Aboard a submarine, you dive into the depths of the ocean to destroy waste and save endangered marine animals.

## The advantages of the game

- > A multi-level game, with mini-games and educational information
- > A game that is both cooperative and educational
- > An enchanting marine world with many animals
- > Encourages the discovery of marine animals but also raises awareness about the increasing pollution of the oceans.



## Instructions

You have to cooperate to clean the oceans from waste and free the trapped animals. The game is divided into 5 levels with increasing levels of difficulty.

To advance to the next level, you must meet the objectives of destroyed waste displayed at the top of the screen.

**To clean up the ocean:** You must aim the garbage with your ball or by hand. They will be destroyed on the screen by the submarine's cannons.

**To free the animals:** You must aim at the trapped or green colored animals.

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# BREAK-IT SOCCER



1 to 4 players      Cooperative game      **Player capacity/hour\***

6+ years      Ball

	Game 5 min.	Game 2 min.
	40	80

## Raise your game!

Let's go to the urban football ground, where precision and reflexes are the key words to become real champions!  
Get ready to destroy as many targets as possible by aiming at the many bricks that appear on the screen. .

## The advantages of the game

- > Train to throw the ball
- > Develops players' reflexes
- > Increase precision and speed of execution

## Instructions

You must pass the different levels and get the best score by destroying all the bricks that appear on the screen with your ball. The difficulty level increases as the game progresses.

Some bricks are more difficult to break, and others may cause you to lose points.

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# BREAK-IT RUGBY



2 to 8 players



Cooperative game



6+ years



Ball



Player capacity/hour\*

Game  
5 min.

Game  
2 min.



80

160

## Break the bricks!

Whether it's a twist, wrist or contact pass, the pass is the heart of the game of rugby! Practice becoming a real expert by aiming at the multiple bricks that appear on the screen.

Whatever the technique, the objective is to pass the levels...

## The advantages of the game

- > Train to throw the ball
- > Develops players' reflexes
- > Increase precision and speed of execution

## Instructions

You must pass the different levels and get the best score by destroying all the bricks that appear on the screen with your ball. The difficulty level increases as the game progresses.

Some bricks are more difficult to break, and others may cause you to lose points.

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# BREAK-IT HANDBALL



1 to 8 players



Cooperative game



6+ years



Ball



Player capacity/hour\*

Game	Game
5 min.	2 min.
80	160

## Destroy the targets!

Do you know about Beach Handball? It's time to discover this new fun activity! Alone or in a team, aim at the various bricks that appear on the screen to pass the levels.

The aim of the game is to reach the highest score within the time limit...

## The advantages of the game

- > Train to throw the ball
- > Develops players' reflexes
- > Increase precision and speed of execution

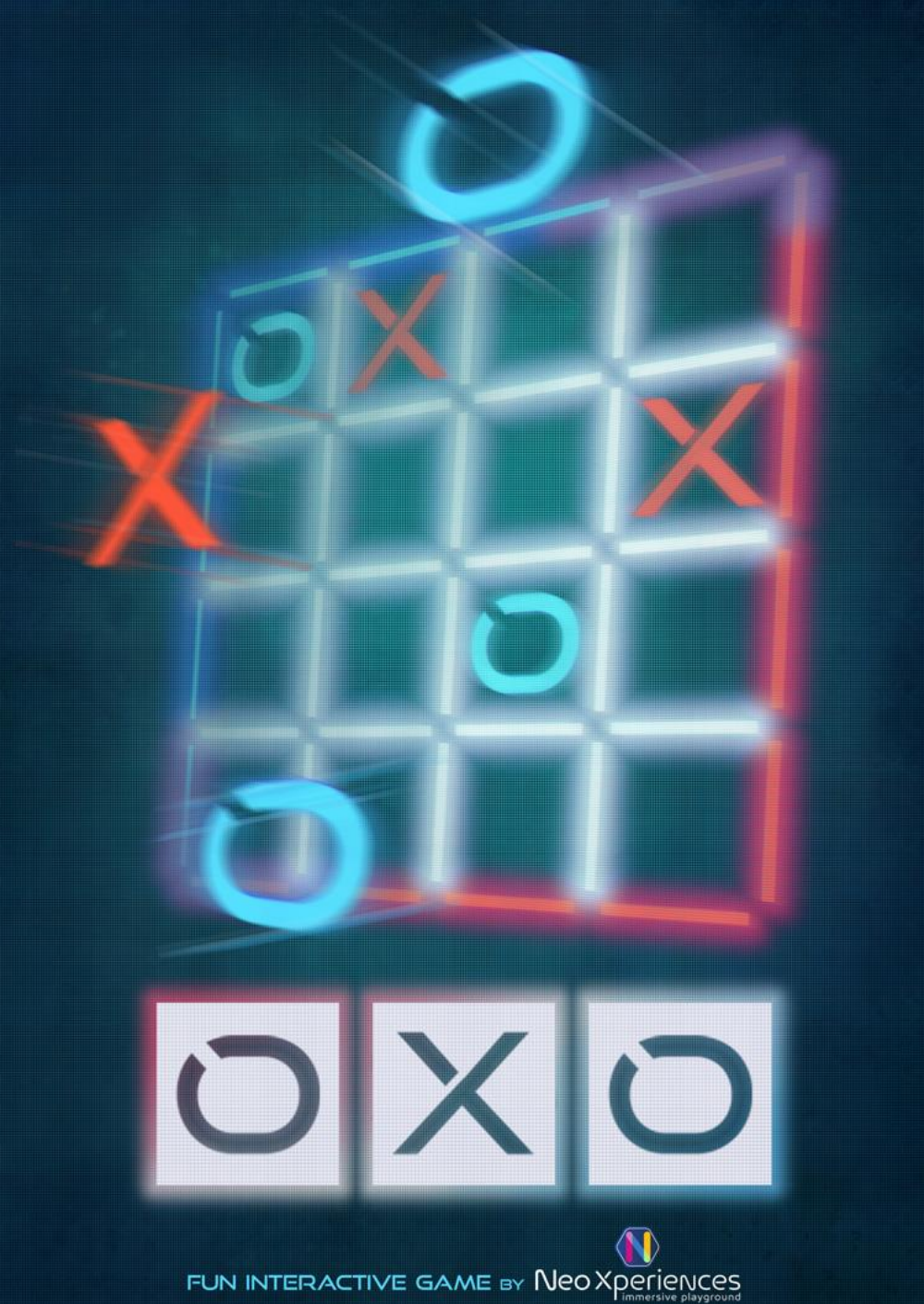
## Instructions

You must pass the different levels and get the best score by destroying all the bricks that appear on the screen with your ball. The difficulty level increases as the game progresses.

Some bricks are more difficult to break, and others may cause you to lose points.

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# OXO



2 to 4 players



Competitive game



Player capacity/hour\*

Game  
5 min.

Game  
2 min.



6+ years



Ball/Touch



40

80

## Line it up and you're in!

Known and loved by all generations of players, OXO is a puzzle game based on the mechanisms of the famous "tic-tac-toe" game. It can be played by two players as well as by two teams.

The goal is simple: create the first alignment on the grid to win!

## The advantages of the game

- > Several levels of difficulty
- > Work on your thinking and your logic
- > Original and futuristic design
- > Helps develop precision and speed of execution

## Instructions

The objective is to line up crosses or circles, horizontally, vertically or diagonally.

The first player to line up a sign wins the round. He must win as many rounds as possible to win the game.

There are different modes: Classic, Dynamic and Expert

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# ANGRY BIRDS SMASH



Player capacity/hour\*



1 to 6 players



Cooperative game



Game  
5 min.

Game  
2 min.



6+ years



Ball



60

120

## Recover the stolen eggs!

Angry Birds Smash continues the story of the famous birds and pigs... with the pigs trying to steal the eggs! Nothing unusual so far...

You'll team up with Red to destroy as many fortresses and pigs as possible on the screen.

## The advantages of the game

- > Combines fun, humor and excitement
- > Game mechanics reminiscent of the famous Angry Birds game.
- > Different levels of gameplay and environments
- > Bosses to fight

## Instructions

You work together to complete all levels and beat the bosses.

To do this, you must destroy the structures and pigs on the screen with ball within 30 seconds per level. If there are still pigs on screen after 30 seconds, you start the level again.

The aim is to reach the highest level and meet the bosses. During the game you also have to collect the eggs stolen by the pigs.

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# ONI GOKKO

Player capacity/hour\*

- 1 to 8 players
- Cooperative game
- 8+ years
- Ball/Touch



Game	Game
5 min.	2 min.
80	160

## Win the gold compass!

Mina and Tama, two young adventurers, set off to discover Japan with their faithful companions. But their path is strewn with pitfalls!

They must therefore complete several challenges in the form of mini-games in order to win the golden compass!

## The advantages of the game

- > A unique design reminiscent of manga
- > A game universe based on the discovery of Japan
- > Increases children's awareness of the vocabulary of emotions
- > Promotes cooperation within a group

## Instructions

To help Mina and Tama obtain the golden compass, you must win the various challenges and obtain the 4 pieces of the compass.

To do this, you will have to solve puzzles and challenges within the time limit:

1. Search and find: read the clue and find the corresponding symbol on the map.
2. Hangman: complete the sentence on the screen by finding the hidden emotion.
3. Memory: find the two cards that match the emotion shown.
4. Pell-mell: find the words hidden in a word grid.

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# CLASH OF SEASONS

Player capacity/hour\*



1 to 8 players



Cooperative game



Game  
5 min.

Game  
2 min.



6+ years



Ball/Touch



80

160

## General battles!

In a small (almost) quiet village, you have to face the children who live there throughout the seasons: snowball battles, giant water battles,...

Aim at your opponents before they shoot you!

## The advantages of the game

- > Train to throw the ball
- > Different environments and themes
- > Develops reflexes and speed of execution
- > Promotes exchange and communication within the team

## Instructions

The aim is to hit the children before they touch you and collect as many points as possible.

You also have to collect the bonuses that appear and disappear very quickly.  
Depending on the shooting zone, the number of points is more or less important.

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# ROBOTARIUM



1 to 8 players

Cooperative game



Player capacity/hour\*

Game	Game
5 min.	2 min.
80	160

8+ years

Ball/Touch



## Put the robot parts together!

The aim is to build as many robots as possible in the time allowed.

To do this, you have to use ball or your hand to aim at the parts that look good to you so that they are positioned on the robot being built.

However, some of the parts displayed are defective or do not belong to the robot, and you lose time.

## The advantages of the game

- > Train the ball throwing skills
- > Develops reflexes and speed of execution
- > Promotes exchange and communication within the team

## Instructions

The aim is to build as many robots as possible in the time allowed.

To do this, you have to use ball or your hand to aim at the parts that look good to you so that they are positioned on the robot being built.

However, some of the parts displayed are defective or do not belong to the robot, and you lose time.

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# HIT THE BEAT



1 to 3 players	Competitive game	Game 5 min.	Player capacity/hour*	
8+ years	Touch		Game 2 min.	
			30	60

### Follow the rhythm!

Have fun exercising and test your speed and reflexes to the beat of the music!

Discover a new way to play sports, alone or with others, by touching the hexagonal shapes that appear on the screen.

### The advantages of the game

- > Exercise reflexes and rhythm of movement
- > Dynamic and rhythmic music
- > Encourages arm movements

### Instructions

In the competition, you must touch the hexagon in front of you with your hand when it turns completely green to maximize the number of points.

If the hexagon turns red, it is too late, and you do not earn any points.  
If the hexagon is not completely green, you earn some points.

The objective is to maximize the number of points in order to beat your opponents.

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# ABAKUS



Player capacity/hour\*



2 to 8 players



Competitive game



Game  
5 min.

Game  
2 min.



6+ years



Ball/Touch



80

160

## Operation(s) Golden Abacus!

Mina and Tama visit one of the cradles of mathematics: Egypt.

A race is on between them to win the Golden Abacus! To help them achieve this goal, choose your side and demonstrate your mental math skills!

## The advantages of the game

- > A unique design reminiscent of the Pharaohs
- > A game world based on ancient Egypt
- > Raising children's awareness of mathematics

## Instructions

Abakus is an edutainment game that challenges players' concentration and mental math skills.

After choosing their team, players answer a series of calculations by selecting the correct answer. Each correct answer gets them closer to the Golden Abacus.

The team with the most points wins.

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# VIRTUAL DART



		Players capacity / hour*	
2 to 4 players	Competitive game	game 5 min.	game 2 min.
6+ years	Ball	80	160

## Bull's eye!

Let's play darts! Challenge each other in epic, next-generation darts matches. Touch the indicated areas to score the most points and win the game.

Work on your accuracy and smash all the scores!

## The advantages of the game

- > A game of concentration and skill
- > Combines fun and physical activity
- > A game of precision with ball or darts

## Instructions

After choosing your team, aim at the tiles of your color that appear on the screen to spread as much as possible before the opposing team.

Capturing the mystery tiles allows you to get a bonus or a malus.

The team that gets the most tiles wins the round. The winner is the one who gets the most points.

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# RIVAL GOALS



Players Capacity / Hour\*

 2 to 4 players	 Competitive game		Game 5 min.	Game 2 min.
 8+ years	 Ball		80	160

### Shake the nets!

Live and feel all the emotion of top players in an immersive digital stadium with interactive goals and excited fans.....

Form teams, choose your side, grab the ball and go!

### The advantages of the game

- > Train ball throwing skills
- > Develops players' reflexes
- > Work on accuracy and speed of execution

### Instructions

The game is played with the ball at the foot.

The two teams take it in turns to play a penalty shoot-out. They each have 5 shots per round.

The objective is to score as many goals as possible against the opposing team.

For rooms with more than one interactive wall, the teams can play a match with two interactive opponent goals.

During the game period, the goals change size, shape and move to increase the difficulty.

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# SPREAD OUT!

		Players capacity / hour*	
2 to 4 players	Competitive game	Game 5 min.	Game 2 min.
6+ years	Ball / Touch	80	160

### Take control

- Take possession of the territories thanks to your speed of action!
- Aim for the tiles of your color to spread as much as possible before the other team and win the round.
- Hold on and keep the pace until the final victory!

### The advantages of the game

- > Develops players' reflexes
- > Work on accuracy and speed of execution
- > Combines fun and physical activity

### Instructions

- After choosing your team, aim at the tiles of your color that appear on the screen to spread as much as possible before the opposing team.
- Capturing the mystery tiles allows you to get a bonus or a malus.
- The team that gets the most tiles wins the round. The winner is the one who gets the most points.

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# METEOR OF COLOR



Players capacity / hour\*

1 to 8 players

Cooperative game

Game 5 min.	Game 2 min.
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6+ years

Ball / Touch

80	160
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## Split it!

In teams, destroy the asteroids of the colour indicated by the environment to reach the maximum points possible!

## The advantages of the game

- > Develops players' reflexes
- > Work on accuracy and speed of execution
- > Combines fun and physical activity

## Instructions

As a team, destroy asteroids of the colour of the environment.

As soon as an asteroid is hit, it splits in two.

If it is the right colour, it increases the players' score and the score combo.

Be careful, only destroy asteroids of the indicated colour

\* Data for information purposes only