

MULTI BALL

Application Catalog

axtiontech.com/multiball



Content

| | |
|----|--------------------------------------|
| 3 | Use the applications |
| 4 | Restyle and create applications |
| 5 | Overview - Categories & Applications |
| 7 | Games |
| 40 | Training |
| 60 | Education |
| 69 | References |

Use the applications

Our systems are designed for the interaction between **physical activity** and **digital applications**. We provide real-time audiovisual feedback to our users, resulting in tantalising high scores and global leaderboards that send dopamine levels soaring. Our menu provides intuitive, easy access to our applications. Our systems support **34 languages** and the applications receive automatic updates.

Menu

The Menu is the central point for players to control the systems.



Folders

Presets of folders that sort applications into Games, Training and Education.

Use the arrow buttons to the left and right of the main menu to toggle between Games and Folders.

Applications

Applications are displayed as round icons with the application name below, sorted alphabetically.

You can scroll through them using the left and right arrow keys.

LYMB.iO Smartphone App

Players can log in and out of the system by scanning the QR code using our LYMB.iO app. The currently logged in player is displayed in the leaderboard at the bottom of the application and at the top of the menu.



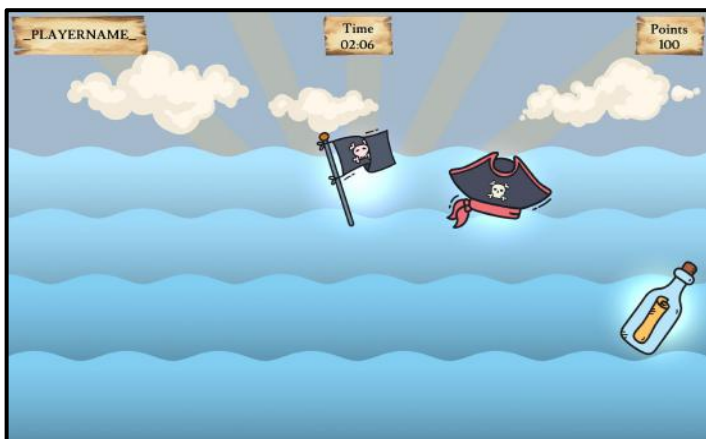
Restyle and create applications

We give you the opportunity to customize the content of your system. Therefore, we developed the following two features.

Asset Flip Interface (AFI)

- Change the look of existing apps
- Customize sounds
- Customize values
- Adapt our apps to your needs

To see more examples, visit our webpage at: <https://multi-ball.com/pages/asset-flip-interface>



Asset Flip of "Pirate Quiz" application for Verizon Inc.

Software Development Kit (SDK)

- Create a custom application
- Create your own look
- Design your own behavior

To see more examples, visit our webpage at: <https://multi-ball.com/pages/sdk>



Custom game "Army Vs Navy" for USAA

Overview

Systems

We support four different types of systems with our applications:

MultiBall **(MB)**,

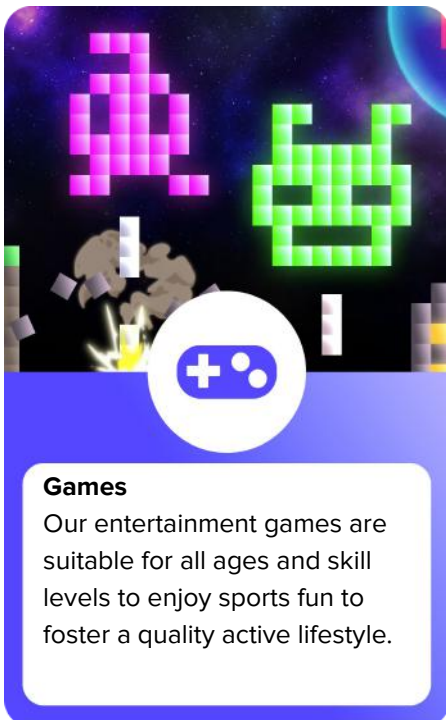
interactiveSQUASH **(iSQ)**,

interactiveRACQUETBALL **(iRB)**,

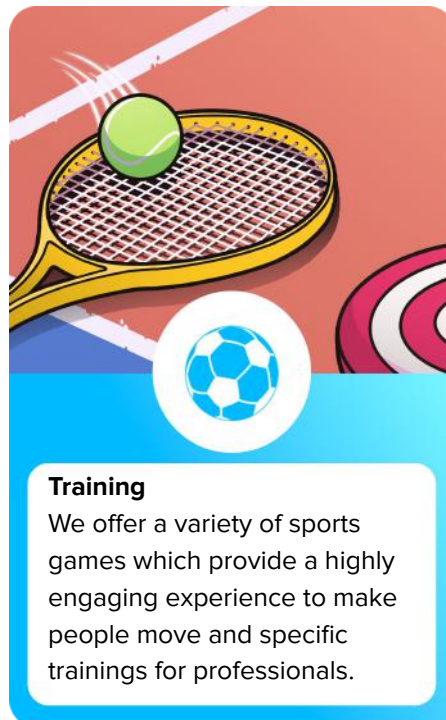
LYMB ONE **(LO)**

Folders

The preset folders sort the applications into the three categories Games, Training and Education.



Games
Our entertainment games are suitable for all ages and skill levels to enjoy sports fun to foster a quality active lifestyle.



Training
We offer a variety of sports games which provide a highly engaging experience to make people move and specific trainings for professionals.

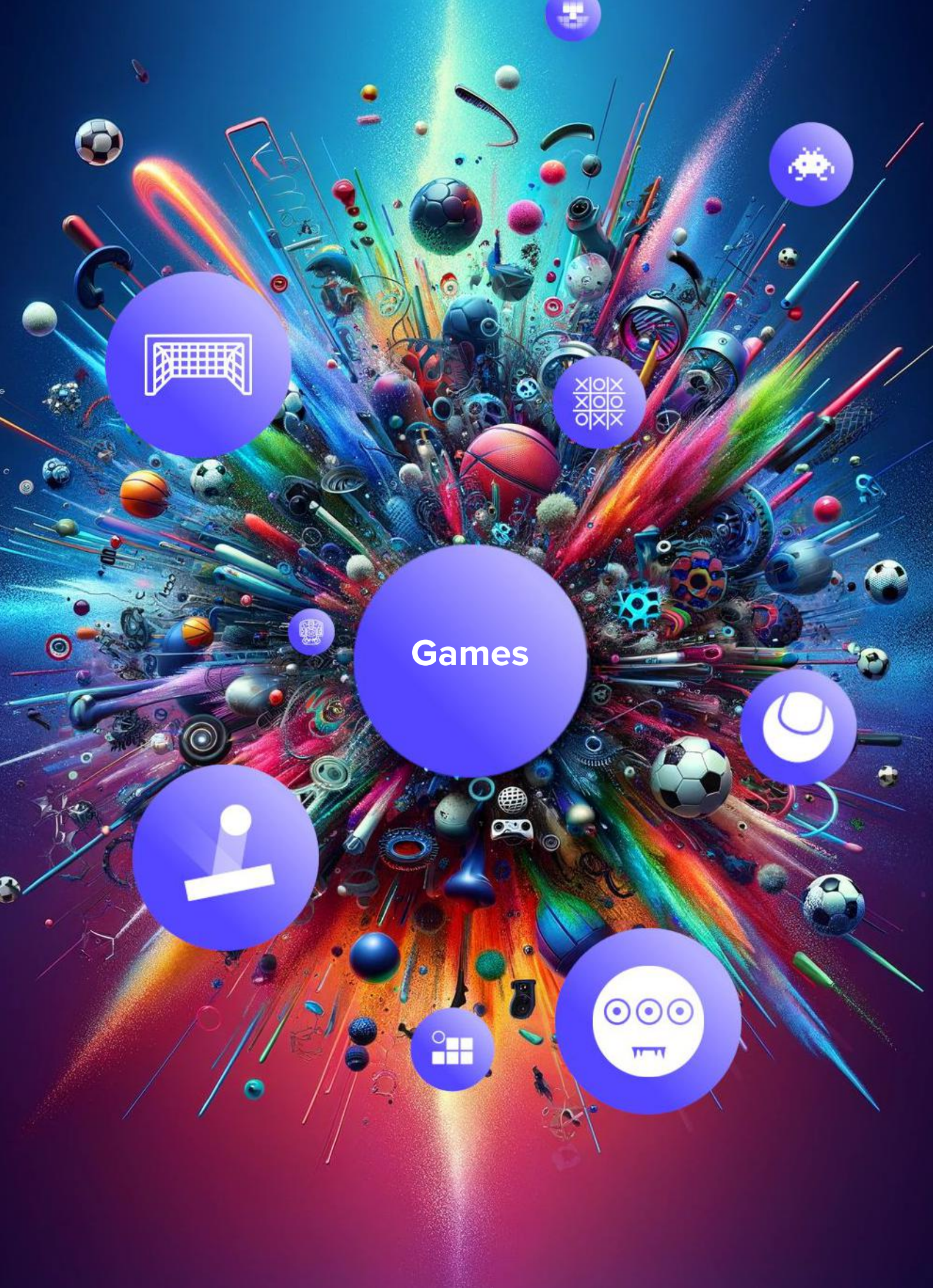


Education
Our educational games are designed to combine physical activity and learning to develop skills in math, geography and more.

Application Map

MultiBall (MB), interactiveSQUASH (iSQ), interactiveRACQUETBALL (iRB), LYMB ONE (LO)

| | MB | iSQ | iRB | LO | Page | | MB | iSQ | iRB | LO | Page |
|-----------------|----|-----|-----|----|------|-------------------|----|-----|-----|----|------|
| Air Hockey | • | • | • | • | 9 | Memory | • | • | • | • | 64 |
| Alien Hunt | • | • | • | • | 10 | Monster Match | • | • | • | • | 27 |
| Aloisius | • | • | • | • | 11 | Motion Defense | • | • | • | • | 28 |
| Area Chase | | • | • | | 42 | Music | • | • | • | • | 65 |
| Area Focus | | • | • | | 43 | Neuro Quest | • | • | • | • | 50 |
| Area Training | | • | • | | 44 | Normal Black | | • | • | | 51 |
| Badminton | • | • | • | • | 45 | Normal White | | • | • | | 55 |
| Ball Breaker | • | • | • | • | 12 | Ocean | • | • | • | • | 29 |
| Balloon Mania | • | • | • | • | 13 | Pirate Quiz | • | • | • | • | 66 |
| Block Drop | • | • | • | • | 14 | Pong | • | • | • | • | 30 |
| Blocks | • | • | • | • | 15 | Quick Feet | • | • | • | • | 53 |
| Bombs | • | • | • | • | 16 | Rackets | • | • | • | • | 31 |
| Connect 4 | • | • | • | • | 17 | React | • | • | • | | 32 |
| Countries | • | • | • | • | 62 | Slots | • | • | • | • | 33 |
| Darts | • | • | • | • | 18 | Soccer | • | • | • | • | 54 |
| Dino Quiz | • | • | • | • | 66 | Splash | • | • | • | | 34 |
| (Double) Drive | | • | • | | 46 | Squash Game | | • | • | | 55 |
| Egg Hunt | • | • | • | • | 19 | T-Match | | • | • | | 56 |
| Figure 8 (Plus) | | • | • | | 47 | Targets | • | • | • | • | 57 |
| Ghost Hunt | • | • | • | • | 20 | Tennis | • | • | • | • | 58 |
| Ghosting | | • | • | | 48 | Tic Tac Squash | | • | • | | 35 |
| Goal Retro | • | • | • | | 21 | Tic Tac Toe | • | • | • | • | 36 |
| Goal 3D | • | • | • | • | 22 | Tournament Squash | | • | • | | 59 |
| Hau den Lukas | • | • | • | • | 23 | Trivia | • | • | • | • | 37 |
| Hit Display | | • | • | | 49 | Viking Rush | • | • | • | • | 38 |
| Hungry Snail | • | • | | • | 24 | Winter Match | • | • | • | • | 39 |
| Idol Rush | • | • | • | • | 24 | Word Jungle | • | • | • | • | 68 |
| Invaders | • | • | • | • | 26 | | | | | | |
| Math Mission | • | • | • | • | 63 | | | | | | |



Games



Glossary

Recommended Age

We give you a recommendation of the appropriate age for our players to use our applications.

Skills/Subjects

Our applications train specific aspects of either physical or mental skills such as accuracy, reflexes and many more. They also focus on specific subjects such as music, math or geography.

Players

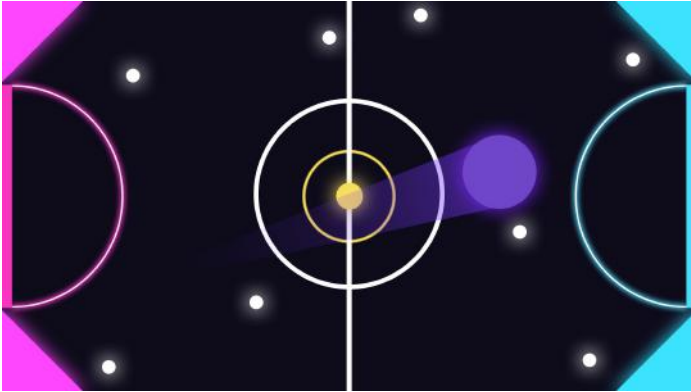
Our applications can be used by multiple players. That's why we don't make a distinction in this catalog between single and multiplayer, or between cooperative and competitive applications. We simply indicate that the application can be played with more than one player (1+) or with more than two players (2+), meaning that you need at least two players to play the application.

Features

- **Asset Flip Interface (AFI) support**
Customization using the AFI is possible for this application.
- **Leaderboard**
At the end of the application, there is a leaderboard showing the score for the current round and a list of the top ten scores for that application.
- **Game rotation**
Support for a custom playlist of applications, allowing you to automatically skip to the next application in line.
- **Impact tracking**
The application uses the sensors to detect impacts inside the system's frame with any type of projectile or by hand.
- **Motion tracking**
The application uses the camera to track your movements and use movement as a way to interact with the app's content.

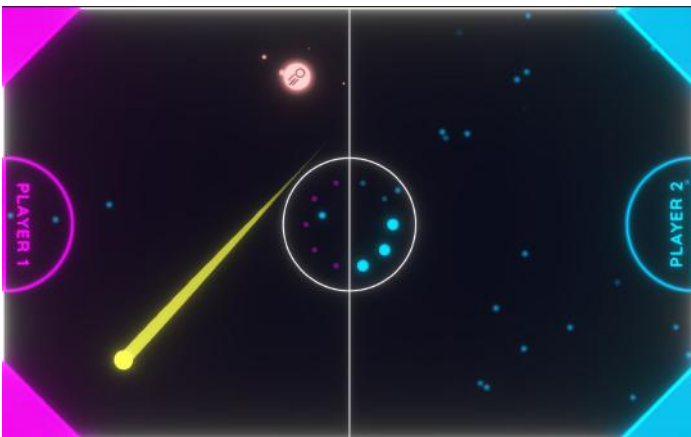


Air Hockey



This fast game requires quick reactions to score points. Hit the area next to the puck to aim it in the direction of your opponent's goal. Hit closer to the puck and it is moving faster. Prevent your opponent from scoring.

| | |
|-------------------------|--|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Reflexes |
| Players: | 2+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | If you reach five points by making goals, you win the session. |



Scoring system:

If you hit the opponent's goal, you get a point.

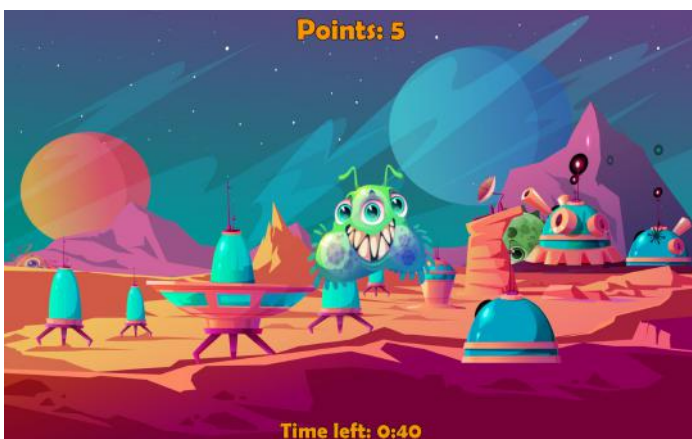


Alien Hunt



This game is for all fans of hide and seek. If you spot one alien, throw a ball at it to get it out of its hideaway. If you succeed, before they disappear, you earn points. The countdown doesn't give you much time to hit a new high score. Find all the aliens, who lure around this moon base.

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Observation, Reflexes, Speed |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |



Scoring system:

Every alien you find increases your score, depending on which layer of the image they are found.



Aloisius



Collect Oktoberfest food! Control Aloisius, the Munich icon, by aiming wherever you want him to fly to. He will collect all the food he passes, while even more drinks and snacks fall from the sky.

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |



Scoring system:

Every food object passed along the way increases the score. Since this game was made for a Bavarian trade show, the bitcoin symbol gives you even more points.

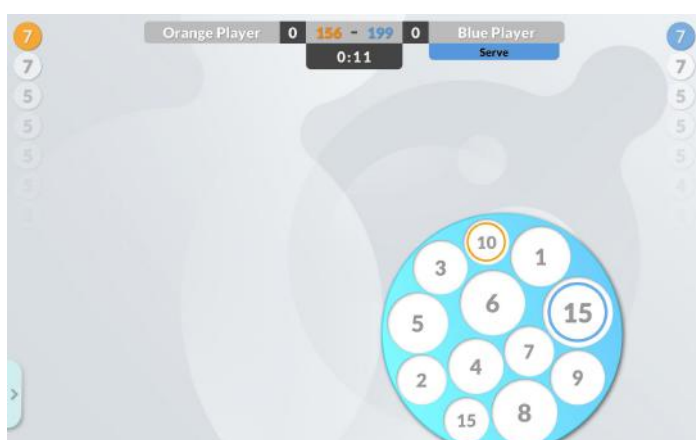


Ball Breaker



Aim for the highest points! Try to hit the highest points until the timer runs out. But beware, because the target ball will move and rotate every few hits. And make sure not to hit the special target that only gives points to your opponent!

| | |
|-------------------------|---------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy |
| Players: | 2+ |
| Features: | Game Rotation, Impact Tracking, |
| Game time: | 5 - 25 mins |



Scoring system:

Each target hit earns you the points displayed on the target. The player with the most points at the end of the game wins. Hitting the colored targets only grants points to the player with that color. Failing to serve in time deducts up to 20 points.



Balloon Mania



Pop all the balloons! Here you try to pop balloons as they appear on screen. Aiming at a balloon will pop it, and increase your score. There are various power up bubbles, helping you: 1. The spark bubble falls down on hit and destroys every balloon on its way, 2. The lightning bubble lets all balloons pop immediately, 3. The plus bubble lets more balloons appear once. Try to pop a new high score!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Either endless, or 60s |

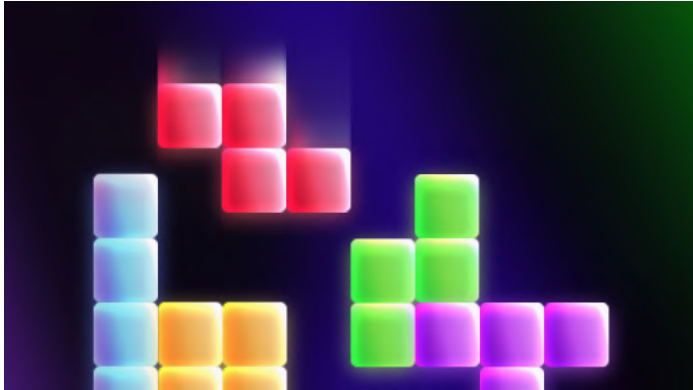


Scoring system:

Every small balloon gives 200 points, every middle balloon gives 150 points every big balloon gives 100 points, every bronze bubble gives 400, every silver bubble 600 and gold bubble 1000 points. Hidden bonus objects give 500 points.

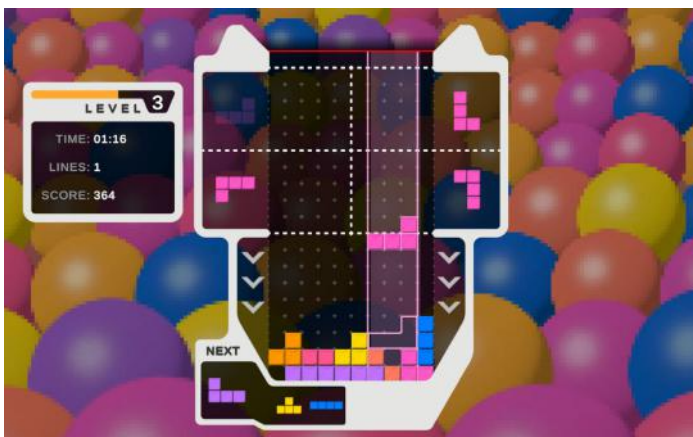


Block Drop



Drop those blocks! Move your body from left to right to determine the position of blocks falling from the top of the screen. By throwing at the different orientations of the falling block, you can select the desired rotation. Once you have set the rotation and position, you can also speed up the fall by throwing below the centerline. The goal is to strategically place blocks to fill lines on the board horizontally. Filled lines are cleared from the board, awarding points and causing higher lines to fall. If the currently falling block is not placed fully on the board in time, it's game over!

| | |
|-------------------------|--|
| Recommended Age: | 6+ |
| Skills/Subjects: | Observation, Reflexes, Speed, Strategy |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking, Motion Tracking |
| Game time: | Endless |



Scoring system:

Singleplayer: Players earn points for placing blocks on the board and clearing lines. Speeding up the fall of blocks, as well as clearing multiple lines simultaneously or with consecutively dropped blocks, awards additional points.

Multplayer: Try to survive for longer than your opponent.

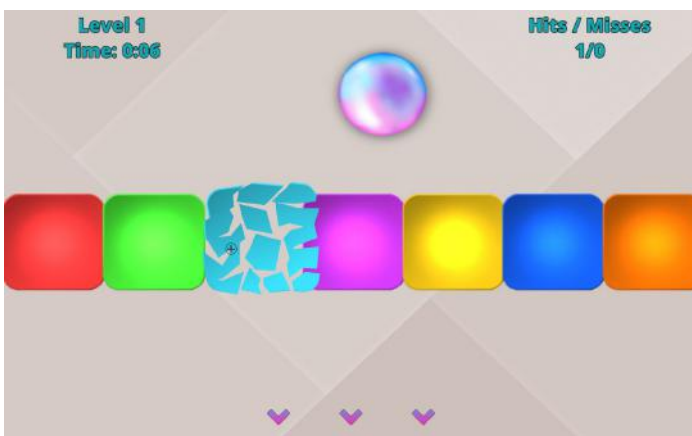


Blocks



Make this ball fall! The aim of each level is to hit the tiles to make the ball get to the bottom. Work your way through the levels and become a master tactician.

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Strategy |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Endless |



Scoring system:

The player's hits and misses get counted as he's making his way through each level.

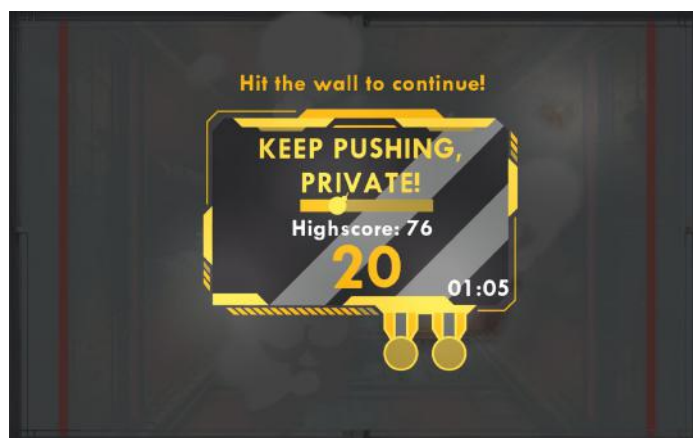


Bombs



Defuse like crazy! You reach a new highscore by defusing as many bombs as possible before hitting zero lifes. There are certain ranks to be unlocked within reaching more and more points in the end.

| | |
|-------------------------|--|
| Recommended Age: | 6+ |
| Skills/Subjects: | Military, Observation, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

You have three lifes. With every bomb defused you gain one point. Also the longer you manage to defuse the bombs before you hit zero lifes your personal time increases.

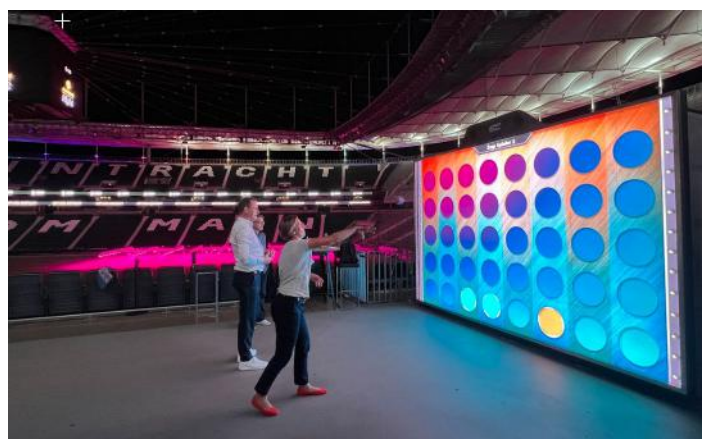
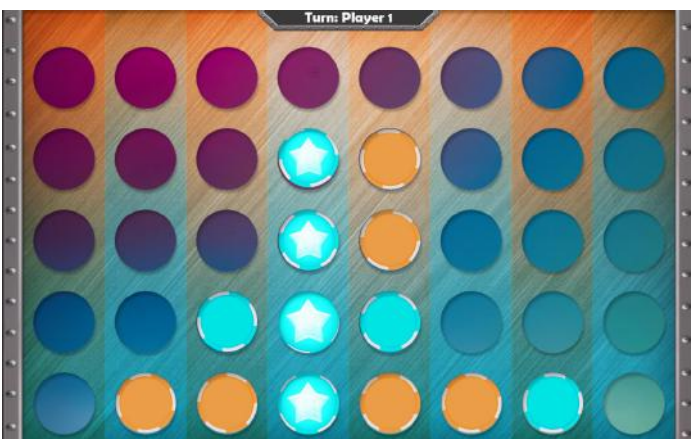


Connect 4



Connect four or more! The rules and game play are exactly the same as the classic: You can connect four coins horizontally, vertically, or diagonally to win. Simply make sure you are the first one!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Strategy |
| Players: | 2+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Endless |

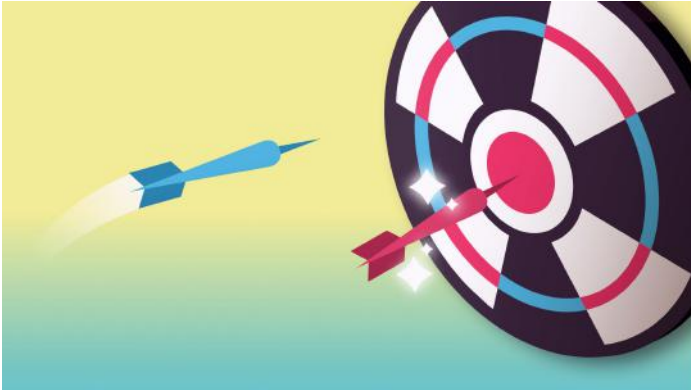


Scoring system:

Every game round counts again. As soon as you connect four coins, you win the round.



Darts



Play darts like never before! Just like the classic darts game, you can aim at the board and hit the desired number for gaining points accordingly. You can choose from a variety of modes: Singleplayer against time or for points, Multiplayer on the same board or on two separate boards, just as you like.

| | |
|-------------------------|--|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Strategy |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | As long as it takes you to reach 150 points, or 30s to reach a new high score. |



Scoring system:

You go against the time to achieve more and more points, or you have to achieve a certain amount of points, the quickest.

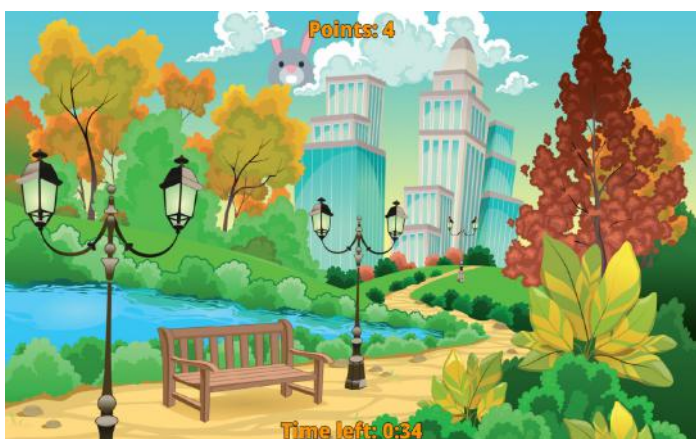


Egg Hunt



Fill your basket with eggs! This game is for all fans of hide and seek. If you spot one hidden egg, aim at it to get it out of its hideaway. If you succeed, before they disappear, you earn points. The countdown doesn't give you much time to hit a new high score. Find all the eggs, which are hidden in the park. Better hurry up!

| | |
|-------------------------|---|
| Recommended Age: | All Ages |
| Skills/Subjects: | Observation, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |



Scoring system:

Every found egg gives the player 1 point, and the bunny and the chicken give 3 points each.



Ghost Hunt



Find all the hidden ghosts! This is a single-player game for all fans of hide and seek. It's Halloween season, and if you spot a ghost, throw a ball at him to get him out of his hideaway. If you succeed before they disappear, you earn points. But beware of not hitting anything else, because that will cost you points. The countdown doesn't give you much time to reach a new high score. Find all the ghosts that lure around this spooky shelter. Better hurry up!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Observation, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |



Scoring system:

Each ghost gives 1 additional point, each other creature decreases the score by 1 point.



Goal 3D



Score goals against an AI goalkeeper. The goalkeeper follows you and will eat dirt to prevent you from scoring a goal. Feel every shot and see your ball hitting the goal in a completely new 3D experience. Show your soccer skills and become the best scorer in the world.

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking, Motion Tracking |
| Game time: | 60s |



Scoring system:

Each impact hitting the net of the goal gives the player one point.



Goal Retro



Get your kicking on point! Turn your space into a football field. Aim for the blue areas in the goal to score a point. Select between multiple difficulty levels and goalie options to match your preferences. Become the best scorer in the world!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Reflexes, Speed |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |

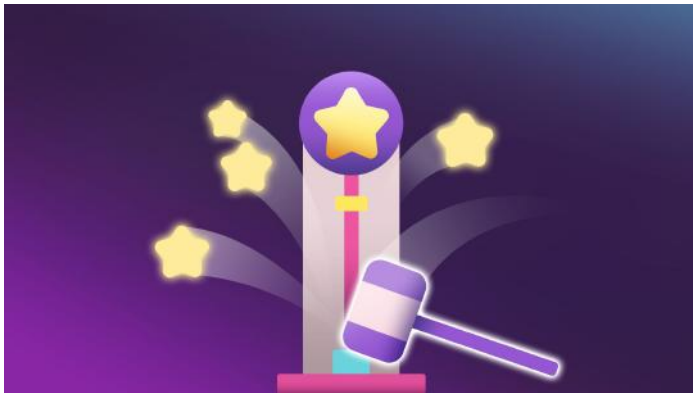


Scoring system:

Hitting the marks, gives you points, accordingly to the three different sizes they appear you can get either +1, +2 or +3 points.

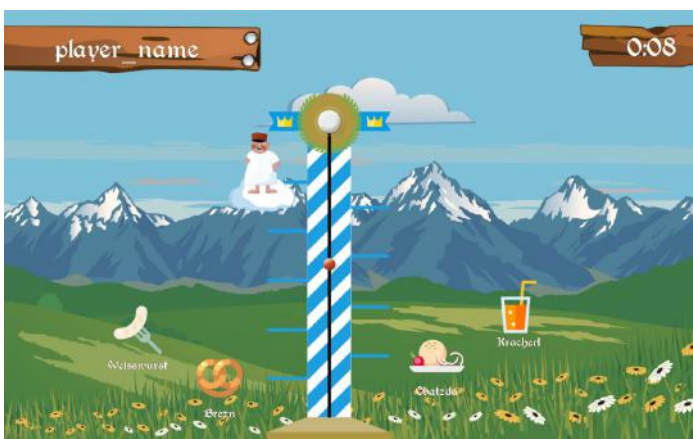


Hau den Lukas



Make it to the top! This game is based on the old funfair game from the 19th century. Your goal is to aim successively for the bottom of the tree or the golden bell at the top, to make the puck go all the way up. Each new reached level reveals a new Bavarian dish or beverage. But beware, gravity is strong!

| | |
|-------------------------|---|
| Recommended Age: | All Ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Endless |



Scoring system:

The time you need to reach the top will count as your score.



Hungry Snail



Feed the snail! This game application combines motion tracking with impact tracking. You not only have to hit the system to spawn food for your snail, you also have to run to it to actually feed your snail. Think of free motion tamagotchi and try playing it with a friend!

| | |
|-------------------------|---|
| Recommended Age: | All Ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking, Motion Tracking |
| Game time: | Until the health bar is empty |

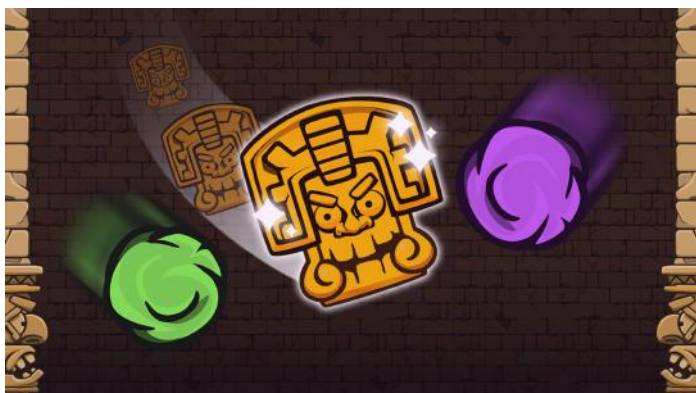


Scoring system:

Every reached food item fills up the players' health bar at the bottom. Once the health bar reaches zero, the player loses. For every collected food item, the player gains five points.



Idol Rush



Go, get the golden idol! By hitting enough rocks, which fall from the top, you can get to the golden idol. Once the time runs out, the player with the most earned coins wins!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Leaderboard, Game Rotation, Impact Tracking |
| Game time: | 60s |

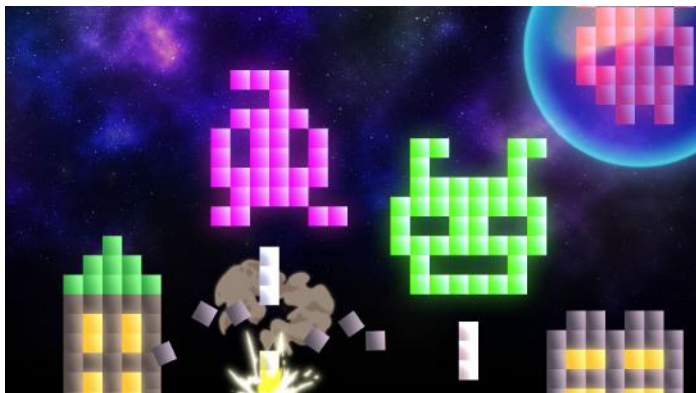


Scoring system:

Every rock destroyed gives one point. Hitting rocks of the same color consecutively gives bonus points. Colored flames to the left and right of the screen indicate which color each player currently needs to hit to earn bonus points. A golden idol will appear on a player's board for every 40 points they earn. Hitting the idol grants 20 points.



Invaders



Save your city from the invaders! This game is a classic, but with a sporty twist. Don't let the invaders destroy the buildings, build up devastating counter-attacks with rallies and break the high score!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Until destruction or win. |

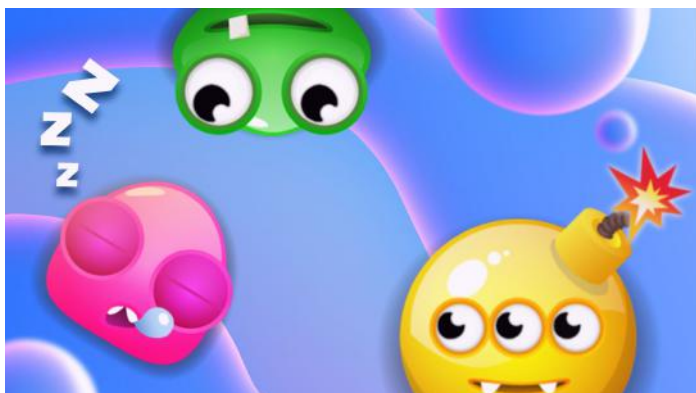


Scoring system:

By destroying the incoming invaders, you earn points. Try to hit as much as you can, to survive until every enemy is destroyed, and beat a new high score.



Monster Match



Match up the monsters! Hit the monsters to score points, match up the same colors to receive bonuses. Build up combos and hit different power-ups to increase your score or get more time.

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Observation, Speed, Strategy |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |



Scoring system:

If you aim at a single monster without any monster of the same color adjacent, you get fewer points than hitting a chain of monsters. Also, there are the following power-ups to collect: 1. Clocks, which when hit will add 10 seconds to the player's remaining time. 2. Monster bombs, which will eliminate all monsters of the same color. 3. Gift boxes. Once you hit the gift box, the game will enter a special mode for a limited amount of time. In this mode, every new monster that appears will have the color of the gift box. This allows players to form huge monster chains in a short amount of time.

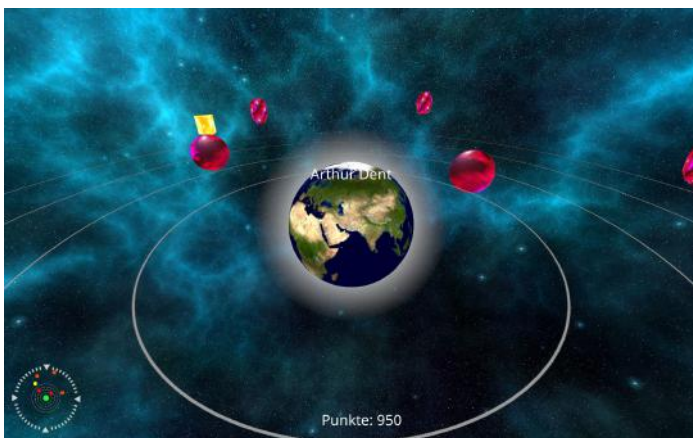


Motion Defense



Defend the world! Asteroids, Planets, and all kind of space junk is threatening our Earth. By aiming for it before it gets too close to Earth, you can save humanity and earn points, of course!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Until Earth was hit three times. |



Scoring system:

Once you hit a target, you get at least 50 points. The amount increases if you hit again before the booster time runs out. You can boost up to 10x. If Earth gets hit 3 times, the game is over and the points you earned until then enter the leaderboard.



Ocean



Make the fish happy! In this game, your goal is to keep the fish happy and safe from evil other fish. You need to aim for them in order to make them laugh. Additionally, you can have a look for a hidden chest for a surprise!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Endless |

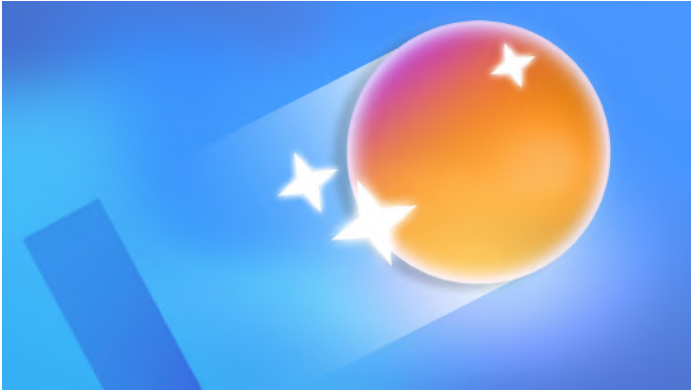


Scoring system:

The different types of fish, give different amounts of points. Hitting 5 fish in a row, gives extra points and hitting the evil fish with a red outline also gives extra points. The player has 5 lives, which decreases by the amount of fish the red evil fish manages to expel.

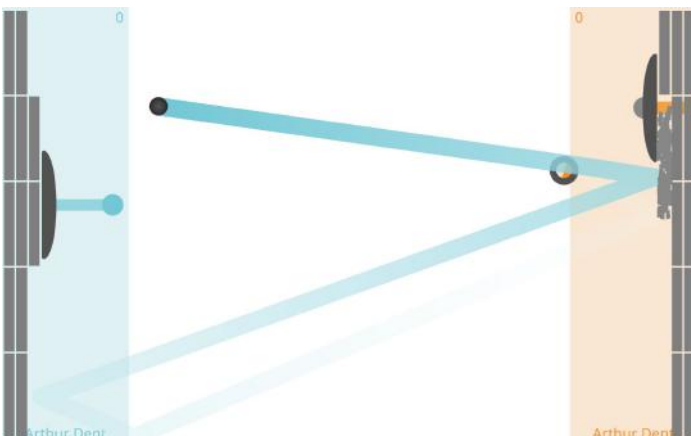


Pong



Play the classic! “Pong” is famous for its dynamic gameplay. Your movement is tracked and by moving forwards and backwards you control the bars. Beware of your lives, symbolized by the rectangles behind you. Once the ball, which is moving automatically, goes through, your opponent wins a point. There are three power-ups that can be collected: 1. Inverted controls, 2. Bigger paddle and 3. Invisible ball. So be quick and try to look ahead!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Reflexes, Speed |
| Players: | 2+ |
| Features: | Game Rotation, Leaderboard, Motion Tracking |
| Game time: | Until all your defenses are down, and the ball goes through your side of the field. |

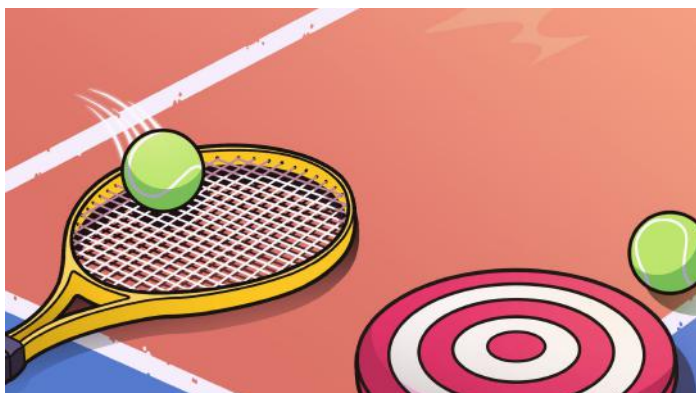


Scoring system:

Once the ball goes through your opponent's side of the field, you get a point.

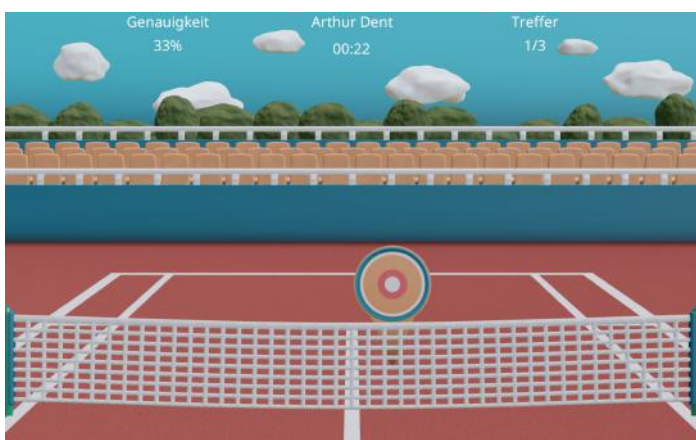


Rackets



Become a tennis pro! This game is designed to challenge your combination of accuracy, speed, and reflexes. As soon as you hit a target, it switches to a new location. Try to be ready after each hit to keep your hit/miss relation balanced, and we'll see each other at Wimbledon!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |

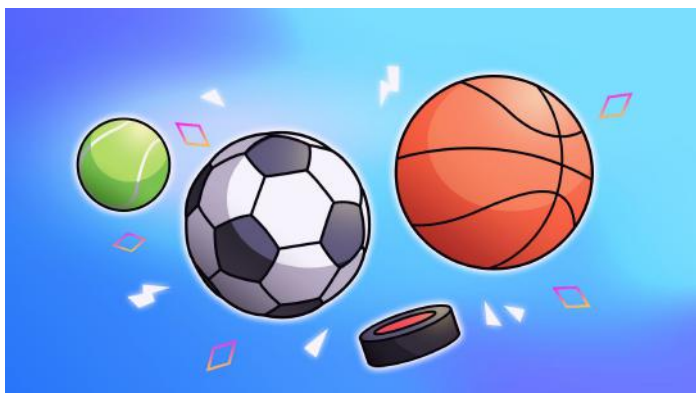


Scoring system:

Your hits and misses get counted.

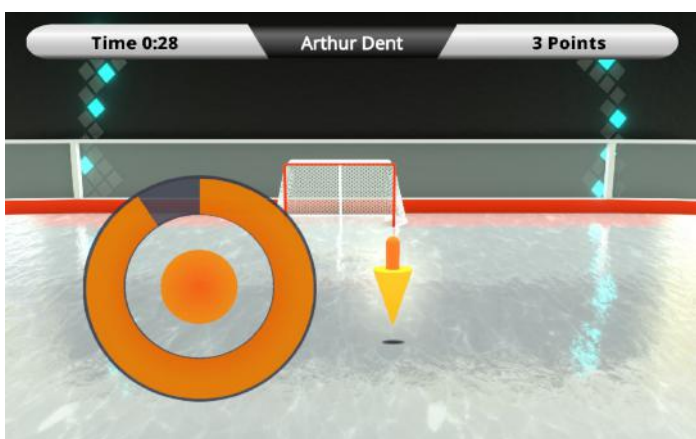


React



Basketball, Hockey, Soccer, or Tennis?! In this game, you can pick between four different backgrounds for a game that offers to test your endurance and accuracy at the same time. You need to run to one target and after reaching it, you have to aim for the next target with the ball you picked at the start!

| | |
|-------------------------|--|
| Recommended Age: | All Ages |
| Skills/Subjects: | Accuracy, Speed, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact & Motion Tracking |
| Game time: | 60s |



Scoring system:

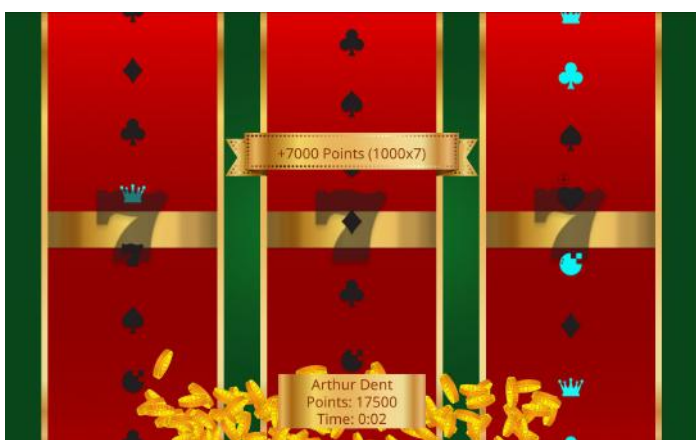
If you hit the targets within time, you get 3 points for each target.

Slots



Get three in a row, and win big! This game is based on the classic gambling game called “one-armed bandit”. Instead of burning through your wallet, you burn some calories while trying to match as many identical symbols as you can to reach a new high score!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |



Scoring system:

As soon as you match two of the same symbols on the wheels, your time to match also additional symbols, starts and depending on how many and which symbols you hit, you get more and more points.

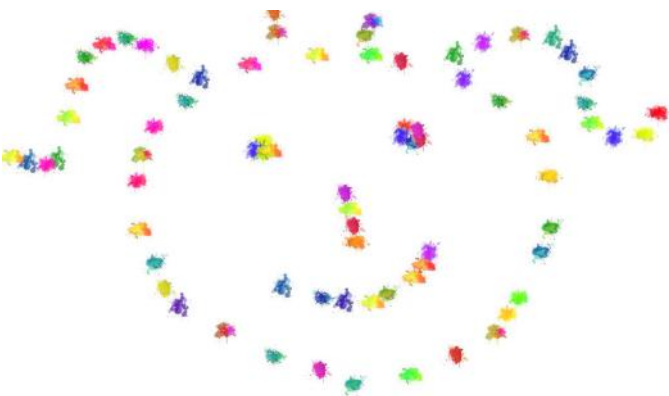


Splash



Become an artist! This game is challenging your creativity. You aim for the system and make splashes of color appear everywhere you hit!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Creativity, Accuracy |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |

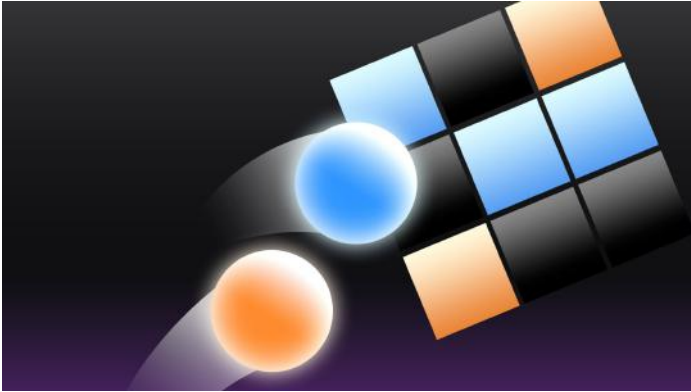


Scoring system:

-

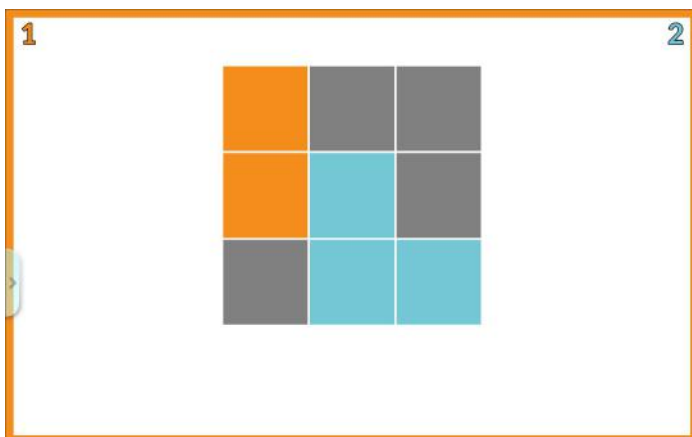


Tic Tac Squash



Connect the squares to win! This game application is for the competitive type. Hit the targets to turn them blue or orange, and beat your opponent by connecting the squares.

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 2+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

For each tic tac toe board cleared, the board winner earns as many points as the number of lines their winning move filled.

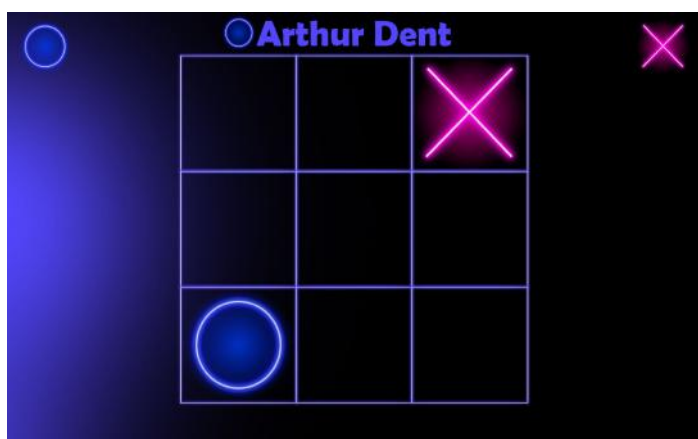


Tic Tac Toe



X's and O's! Close to the original game, being played with pen and paper, we bring "Tic Tac Toe" to the next level. Basically you need to get three of your symbols in a row horizontally, vertically, or diagonally by hitting positions on the grid. Being able to be played in a dynamic version, this game adds more movement and challenge to the original play. Try your luck and defeat your opponents!

| | |
|-------------------------|---|
| Recommended Age: | All Ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Asset Flip interface Support, Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Endless |



Scoring system:

Matching three of your symbols in a row, lets you win the current round. After three rounds, the player with the most wins, wins the game.



Trivia



Endless trivia! In this game, you can be challenged to test your knowledge between 8 different categories. You spin the wheel for a category and the amount of points you get for each right answer. After 3 questions, your score gets evaluated. The player with the highest score wins!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Trivia, Luck |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | One round takes three questions. Though the time to actually answer is endless. |



Scoring system:

The amount for each right answer varies between 100 and 400 points, depending on the luck, the player has at the wheel.



Viking Rush



Get the Viking trophy! It's winter season, and you find yourself in a frozen Viking cave. Get yourself through all the falling items to finally be able to reach for the trophy. Each destroyed item earns you points. If you succeed, before the time runs out, you'll be rewarded with even more points!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 60s |

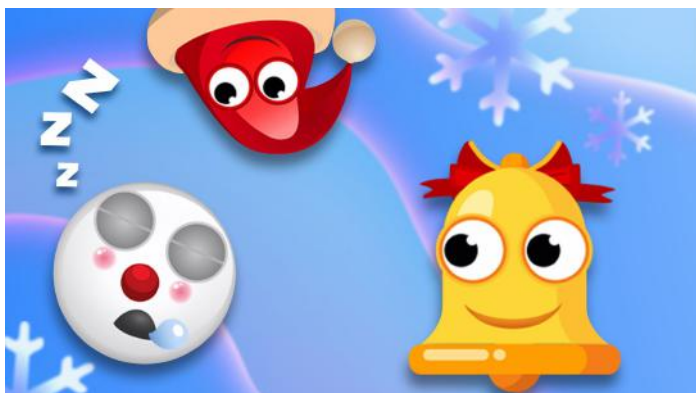


Scoring system:

Every object destroyed gives one point. Hitting rocks of the same color consecutively gives bonus points. Colored flames to the left and right of the screen indicate which color each player currently needs to hit to earn bonus points. A viking trophy will appear on a player's board for every 40 points they earn. Hitting the idol grants 20 points.



Winter Match



Match up these winter symbols! Hit the symbols to score points, match up the same symbols to receive bonuses. Build up combos and hit presents to add to your score and make Santa proud!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | 90s |



Scoring system:

If you aim at a single object without any object of the same color adjacent, you get fewer points than hitting a chain of objects. Also, there are the following power-ups to collect: 1. Clocks, which when hit will add 10 seconds to the player's remaining time. 2. Stars, which will eliminate all objects of the same color. 3. Gift boxes. Once you hit the gift box, the game will enter a special mode for a limited amount of time. In this mode, every new object that appears will have the color of the gift box. This allows players to form huge object chains in a short amount of time.



Training



Glossary

Recommended Age

We give you a recommendation of the appropriate age for our players to use our applications.

Skills/Subjects

Our applications train specific aspects of either physical or mental skills such as accuracy, reflexes and many more. They also focus on specific subjects such as music, math or geography.

Players

Our applications can be used by multiple players. That's why we don't make a distinction in this catalog between single and multiplayer, or between cooperative and competitive applications. We simply indicate that the application can be played with more than one player (1+) or with more than two players (2+), meaning that you need at least two players to play the application.

Features

- **Asset Flip Interface (AFI) support**
Customization using the AFI is possible for this application.
- **Leaderboard**
At the end of the application, there is a leaderboard showing the score for the current round and a list of the top ten scores for that application.
- **Game rotation**
Support for a custom playlist of applications, allowing you to automatically skip to the next application in line.
- **Impact tracking**
The application uses the sensors to detect impacts inside the system's frame with any type of projectile or by hand.
- **Motion tracking**
The application uses the camera to track your movements and use movement as a way to interact with the app's content.

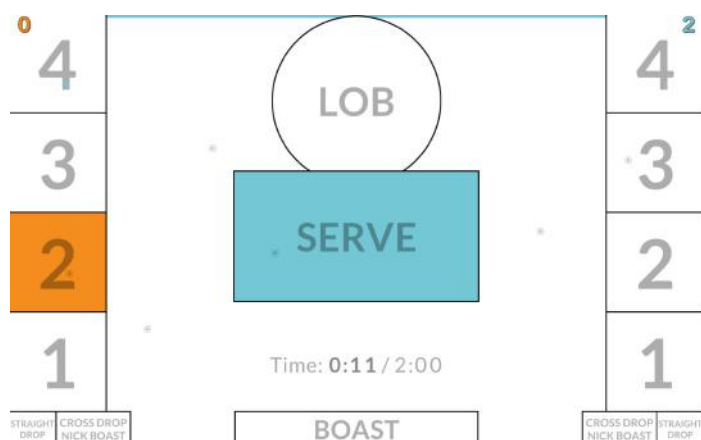


Area Chase



Hit your assigned target to score a point! This application displays a target for each player to hit. Use your reflexes and try to hit your target as quick as you can. A new target is displayed after each hit, so get ready for it!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Stamina |
| Players: | 2+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | 120s |

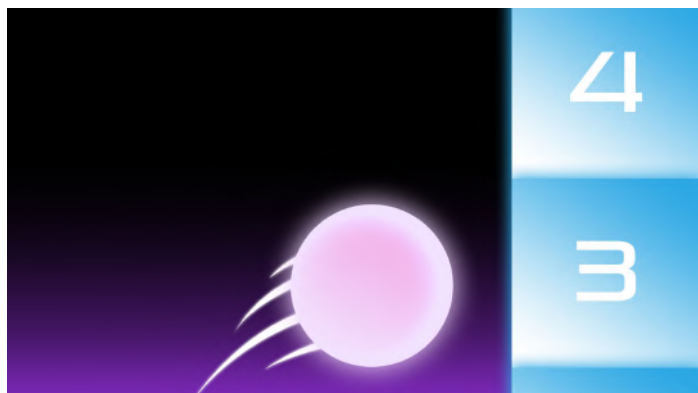


Scoring system:

Players earn points for hitting fields lit up in their color. The number of points varies by field:
 Number targets: 1 Point; "Lob" Circle: 2 Points; "Boast" target: 3 Points; Corner targets (Straight drop, cross drop): 5 Points



Area Focus



Test out your accuracy! This application is designed to make you practice your accuracy by hitting your desired target as much as you can in a minute. Get those volleys on point, too!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | 60s |

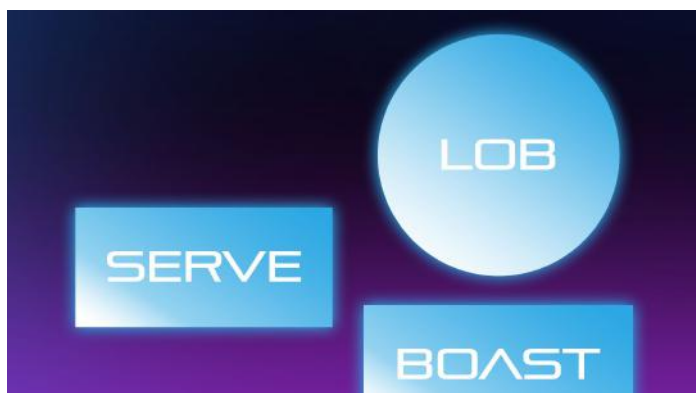


Scoring system:

Number of hits scored on the selected target during a round.

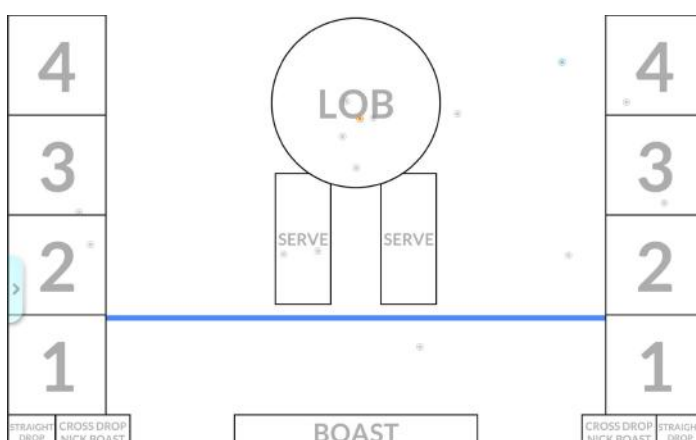


Area Training



Train your accuracy! Select a difficulty and set yourself a target to practice your accuracy. Let's see how many times you can hit on the same target. Choose between beginner or pro layout. Get feedback on which area the ball hit!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |

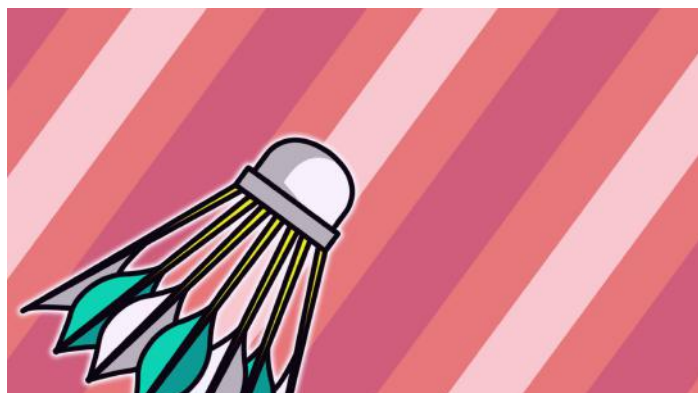


Scoring system:

-



Badminton



Run as fast as you can and make beautiful serves! This is a perfect training for your stamina. Basically, you run towards eight different targets, while being tracked by our system. You can select between five different options and modes to adapt your badminton training to your needs: Set, Stamina, Dots, Color, and Serve. In the last mode “Serve” you will combine your running skills with making badminton serves over the net. If you keep running and hitting the target, you will reach a new high score!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Basic round time 30s. More if player hits a target. |

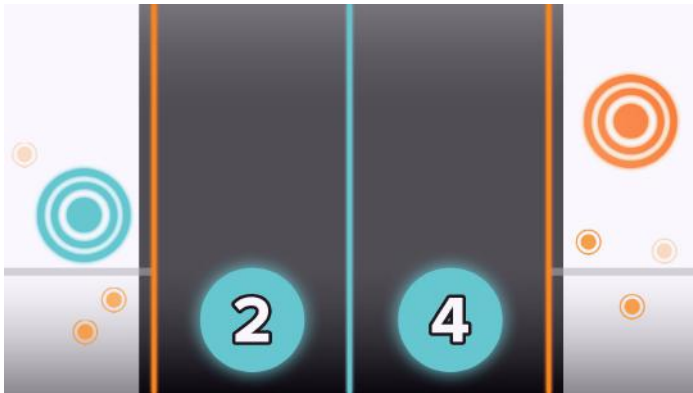


Scoring system:

No classic points. Hitting the target, or running to it, gives you more time to play instead. At the end you get a statistics panel showing you important data like: targets hit, time etc.

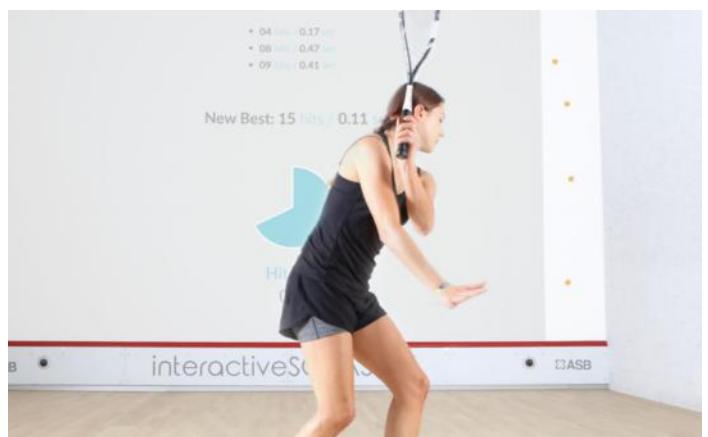
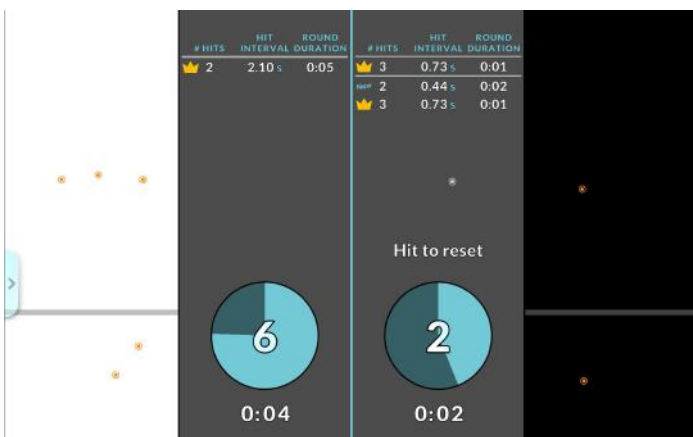


(Double) Drive



Train straight drives! This game application helps you train your forehand and backhand accuracy. Watch out that the target area narrows with each hit!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

Number of consecutive hits scored within the target area.



Figure 8 (Plus)



Train straight drives! This game application helps you train your forehand and backhand accuracy. Watch out that the target area narrows with each hit!

| | |
|-------------------------|-----------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Impact Tracking |
| Game time: | Endless |

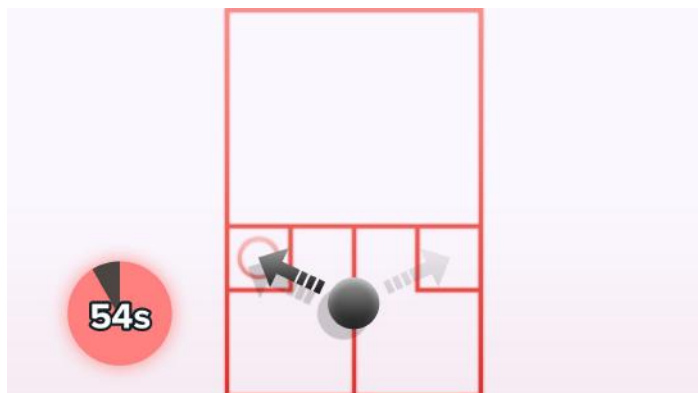


Scoring system:

Number of consecutive hits scored within the target area.

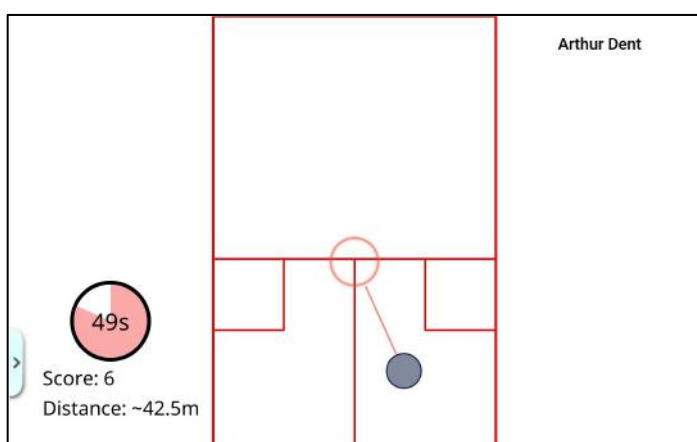


Ghosting



Endurance is key! This app gives you the opportunity to train your endurance in the most effective way possible for all fans of Squash. Just reach the little circles in time to get points. See your normal squash court and get feedback on how many meters you made.

| | |
|-------------------------|--------------------------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Speed, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Motion Tracking |
| Game time: | 60s |



Scoring system:

Each circle reached in time, gives you +1 point.



Hit Display



Keep track of each player hit! This application will bring some color to your standard Squash match. The Serve Line is displayed on the front wall. Orange and blue hits are displayed respectively for each player.

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |

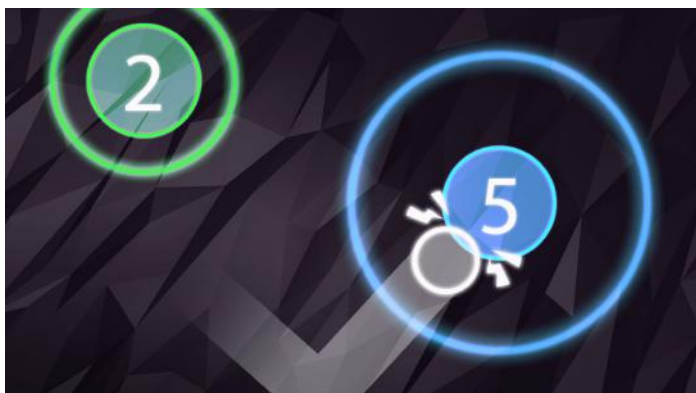


Scoring system:

-

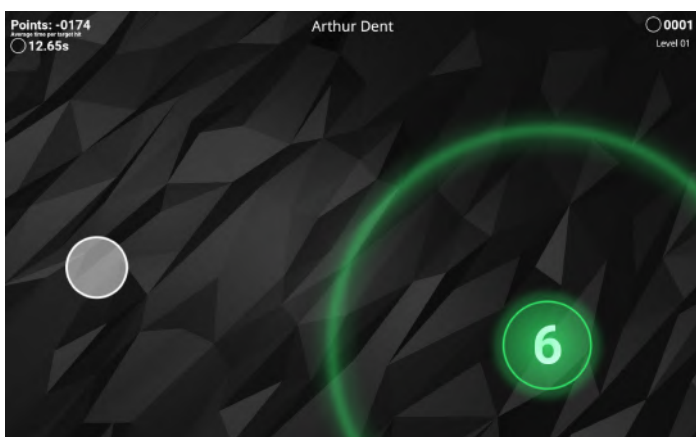


Neuro Quest



Run and hit, and hit, and run! In this game, hit-and-run is something good. Combine both skills of accuracy and stamina to perfection in this challenging interaction of impact- and motion tracking. Your goal is to get through all ten levels with the best score possible. If that's too much for you, you can quick-jump to level 10. Be quick and precise!

| | |
|-------------------------|--|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking, Motion Tracking |
| Game time: | Endless |

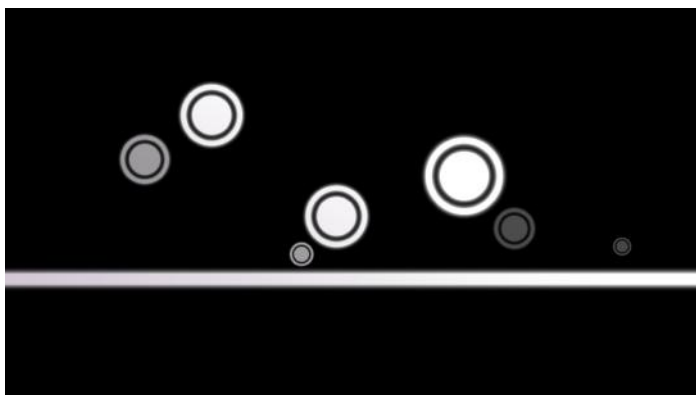


Scoring system:

The closer you hit to the middle of the targets, the more points you get. If you don't hit them in time before their countdown is over, your score decreases.

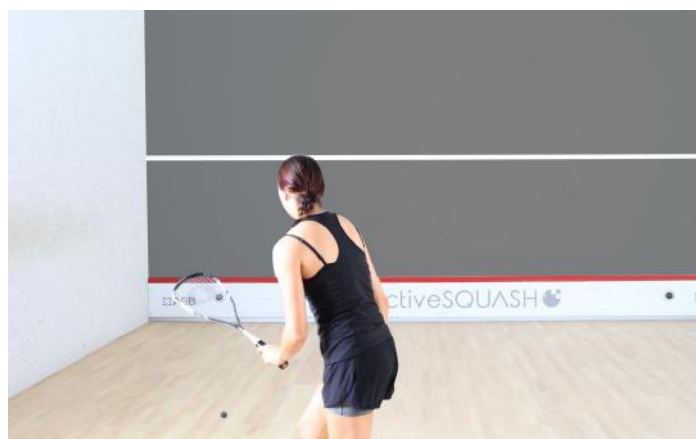


Normal Black



See every hit! With this application, you get your standard Squash Serve Line displayed on a black background and markers on the wall after every hit, to show you where you last hit or miss.

| | |
|-------------------------|--------------------------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

-



Normal White



See every hit! With this application, you get your standard Squash Serve Line displayed on a white background and markers on the wall after every hit, to show you where you last hit or miss.

| | |
|-------------------------|-----------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Impact Tracking |
| Game time: | Endless |



Scoring system:

-



Quick Feet



Endurance is key! This app gives you the possibility to train your endurance endlessly. Just reach the little circles in time to get points and additional time, but beware of the little traps we built in, they're tricky. You will also need your brain!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Observation, Speed, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Motion Tracking |
| Game time: | Basic round time 60s. More if the player reaches the circles in time. |



Scoring system:

Each circle reached in time, gives you +1 point and +3 seconds in addition.



Soccer



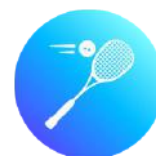
Be a scorer or a goalie! Decide between three different modes and a huge variety of options to make this training, to your training! You can select between dribbling, scoring and goal keeping!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed, Stamina |
| Players: | 1+; Goalie mode: 2+ (Shooter & Goalkeeper) |
| Features: | Leaderboard, Game Rotation, Impact & Motion Tracking |
| Game time: | Basic round time 60s. More if the player hits a target. |



Scoring system:

By reaching target zones or by hitting targets, you earn additional time and goals.



Squash Game



Play a full game of squash! This application automatically keeps track of the server and player scores. Once a match has been completed, you can use the heatmap to analyze each player's performance.

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Stamina |
| Players: | 2+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |

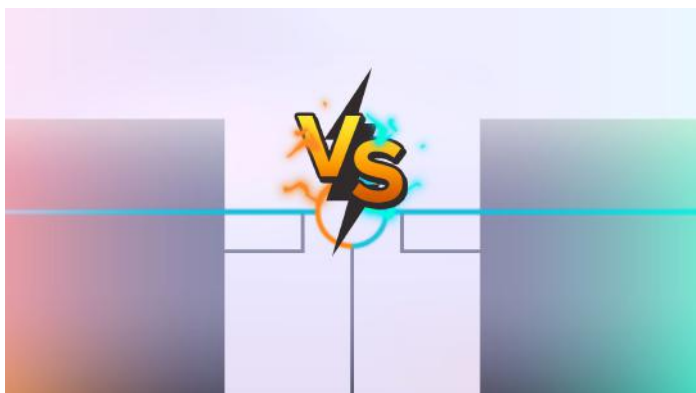


Scoring system:

In “common” mode, players earn points whenever their opponent loses the ball. In “English” mode, points are only awarded if the player was also the one to serve for the round. Games end once either player has scored at least 11 points with a point lead of at least two points. The first player to take three games wins the match.

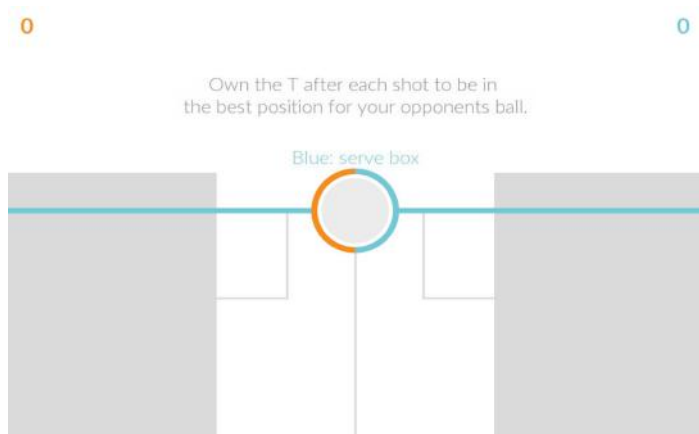


T-Match



Claim the “T” for as long as you can! The "T" being the most important spot in the Squash court, whoever claims it the longest will mostly win the most amount of rallies. Don't overlook the rally that's being played. Games are played to best of 22 points. Get 1 point by winning the rally!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Stamina |
| Players: | 2+ |
| Features: | Game Rotation, Impact Tracking, Motion Tracking |
| Game time: | Endless |

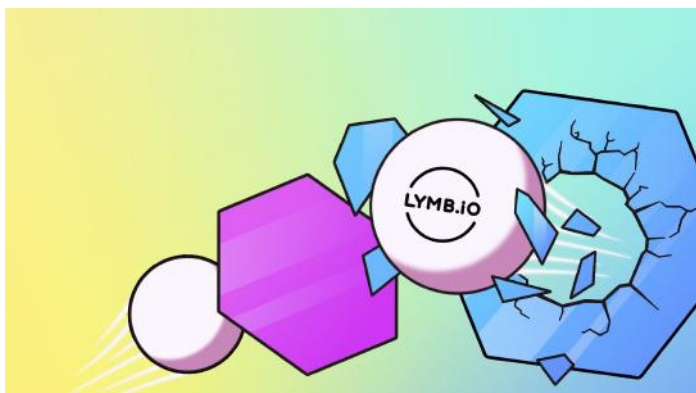


Scoring system:

Points are earned when a player loses the ball. For this, their opponent earns one point, and an additional point, is awarded to the player who held the “T” the longest during the rally.



Targets



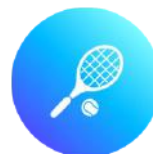
Precision is key! Practice your accuracy and speed hitting with this training. Hit the colored targets when they appear on the screen to score. Before a session, select the target size that matches your difficulty preference, your desired game mode and the time limit!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Speed, Stamina |
| Players: | 1+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Selection from 60s to 10 mins, to endless play. |

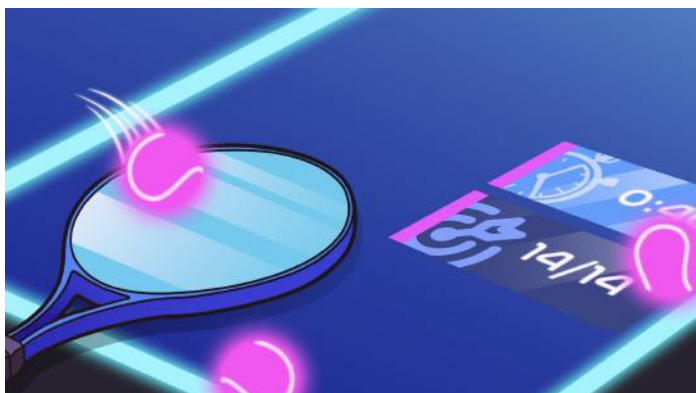


Scoring system:

Your hits and misses get counted, as well as your average time between hits.

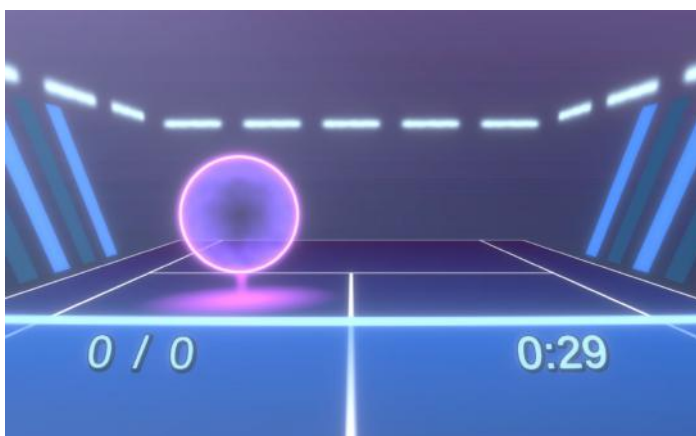


Tennis



Tennis Training 2.0! This is Tennis like you never experienced it before. Try to be ready and on the lookout after each hit to keep your hit/miss relation balanced, and we'll see each other at Wimbledon in the future!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Accuracy, Reflexes, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | 60s. |



Scoring system:
Your hits get counted.



Tournament Squash



Play Squash, but make it a tournament! With this application, you get your standard Squash Serve Line displayed on a black background and markers on the wall after every hit, to show you where you last hit or miss. Perfect for the ultimate Squash Tournament!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Speed |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

-



Education



Glossary

Recommended Age

We give you a recommendation of the appropriate age for our players to use our applications.

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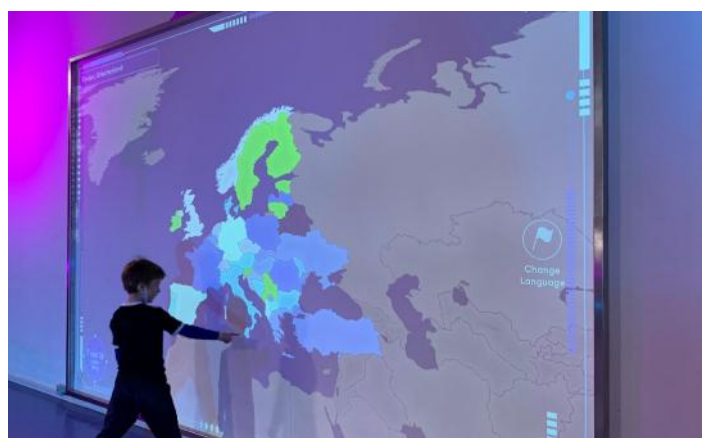


Countries



Get your geography on point! If you like discovering new places, this game is going to take you all over the world. Guess which part of the map belongs to the one in question and try to hit it precisely. You have four power ups at your hand if it gets difficult: 1. Flags; here you get the flags of each country displayed to help with your decision. 2. Magnify; here, only a few of the displayed countries stay to choose from. 3. Outline; here you only have to decide on three possible country-shapes to be the right one. 4. Color the right country gets colored yellow.

| | |
|-------------------------|---|
| Recommended Age: | 12+ |
| Skills/Subjects: | Accuracy, Geography |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | One round takes until you traveled every continent. |



Scoring system:

Your Hits and Misses get counted as a reference to your accuracy and knowledge.



Math Mission



Reach foreign planets! In this multiplayer game, you use your knowledge of basic mathematical operations from first to third grade. Additionally, you need of course to aim correctly as well. This challenges both your intellect and your body. Be quicker to reach the Moon, Jupiter, or Uranus before your opponent!

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Math, Speed |
| Players: | 2+ |
| Features: | Game Rotation, Leaderboard, Impact Tracking |
| Game time: | Until one player reaches the planet. |



Scoring system:

Each result of the mathematical operation hit, propels your ship accordingly, in the direction of the planet you want to land on. You need to be the first to get 200 points, to win.

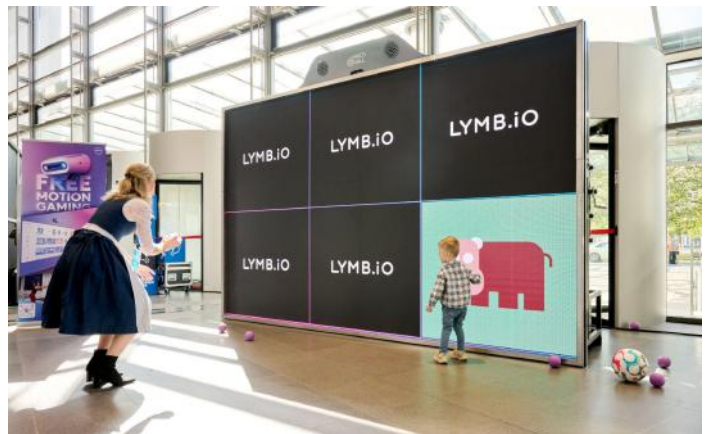
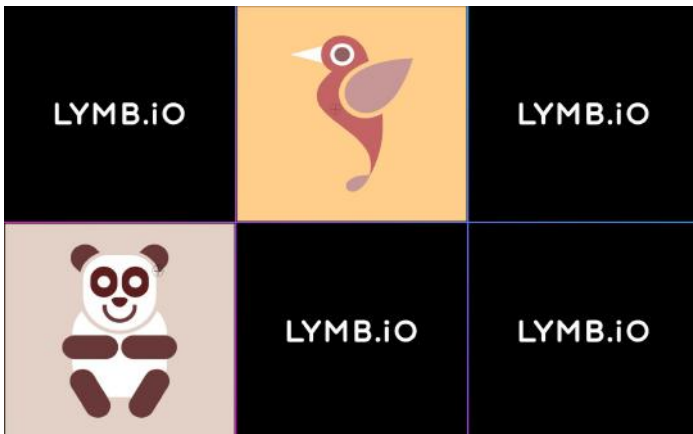


Memory



Flip those cards! In this game, you need to use all your brain power to match the cards with the same pictures of animals, by aiming at their backside. If you're right, the matching pair disappears. If you match all of them, you move to the next level with even more pairs to match!

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Memory, Accuracy |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Leaderboard, Game Rotation, Impact Tracking |
| Game time: | Endless |

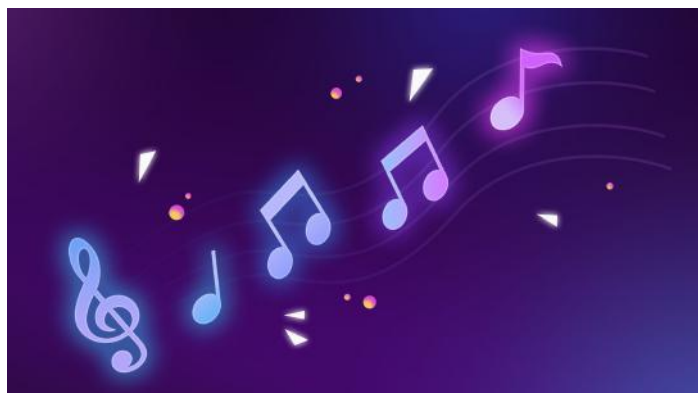


Scoring system:

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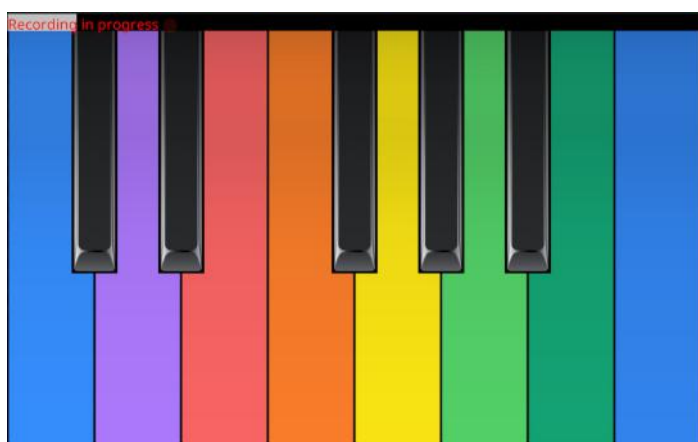


Music



Music, makes the people move around! Here you can play with being a pianist, a drummer or even create your own music track. The possibilities are endless!

| | |
|-------------------------|--------------------------------|
| Recommended Age: | All ages |
| Skills/Subjects: | Creativity, Accuracy |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

-

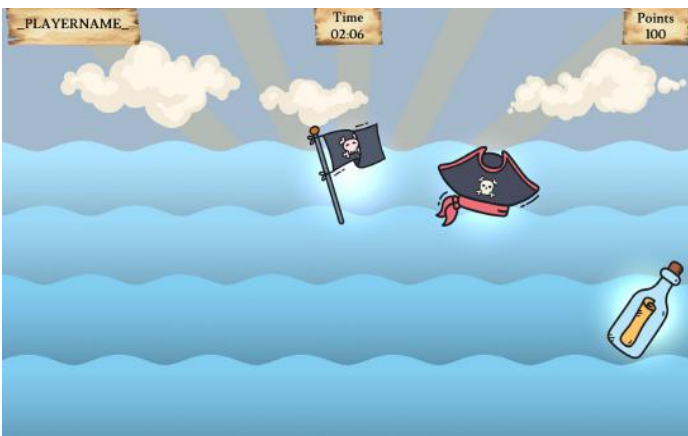


Pirate Quiz



Test your knowledge! In this game, you can win by simply knowing everything about pirates. Hitting objects gives you points, but so do correctly answered questions. Incorrectly answered questions, on the other hand, deduct points. If you wait too long, the objects explode and you also lose points.

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, History |
| Players: | 1+ |
| Features: | Asset Flip Interface Support, Game Rotation, Impact Tracking, Leaderboard |
| Game time: | 60s |



Scoring system:

Each object collected in time is worth 10 points, correctly answered questions are worth at least 10 points depending on how quickly you answer them. If you answer incorrectly, 25 points are deducted. If an object explodes, you lose 10 points.



Dino Quiz



AFI version of "Pirate Quiz"

Test your knowledge! In this educational application you can win with your knowledge about ancient times. Hitting objects gives you points, but so do correctly answered questions. Incorrectly answered questions, on the other hand, deduct points. If you wait too long, the objects explode and you also lose points.

| | |
|-------------------------|---|
| Recommended Age: | 6+ |
| Skills/Subjects: | Accuracy, Ancient Times, History |
| Players: | 1+ |
| Features: | Game Rotation, Impact Tracking, Leaderboard |
| Game time: | 90s |



Scoring system:

Each object collected in time is worth 10 points, correctly answered questions are worth at least 10 points depending on how quickly you answer them. If you answer incorrectly, 25 points are deducted. If an object explodes, you lose 10 points.



Word Jungle



AFI version of "Memory"

Test your language skills! In this educational application, you can match pictures with words. In this version, it's all about the jungle and its animals. Have fun discovering what a lemur looks like for example.

| | |
|-------------------------|---|
| Recommended Age: | All ages |
| Skills/Subjects: | Memory, Language, Accuracy |
| Players: | 1+ |
| Features: | Leaderboard, Game Rotation, Impact Tracking |
| Game time: | Endless |



Scoring system:

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References

Awards:

| | | |
|--|--|---|
| <p>Winner Brandnew Award Best New Product in Fitness</p> | <p>Winner ATP Global Tennis Innovation Startup</p> | <p>Winner Best Global Sports Tech Startup</p> |
| <p>Winner Future Innovation in Sports Tech</p> | <p>Runner Up Entrepreneurship World Cup France</p> | <p>Runner Up The Spot Sporttech Switzerland</p> |
| | | <p>Winner Sports Tech Startup World Cup</p> |

Selected Clients:

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Partners:

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