



TOUCH · GLOW · PLAY

Run. Jump. React. Play Together.

Pixelino brings movement, light and play together: the interactive floor reacts to every step and offers a wide variety of games for groups.

10 Games Included

Full-Body Multiplayer

Ages 5+

Live Score Screen

Pixelino is more than a game – it is an interactive experience that gets people moving and excited. Modern technology, well-considered features and flexible extensions make Pixelino the perfect attraction for amusement parks, family entertainment centres, shopping malls and many other venues.

01

Full-body gameplay



Run, jump, dodge, react – the game is played with the whole body directly on the interactive floor. The principle is understood at once and makes for an immediate playing experience.

02

Several players at once



Several players use the entire playing field at the same time. Depending on the game they play together, against each other or in teams – direct interaction and a real group experience.

03

Games for every age



From simple colour-catching games for small children to fast reflex duels for teenagers and adults – different game modes cover a wide range of age, pace and difficulty.

04

Always growing



New games, seasonal content and additional scenarios can be added at any time. Pixelino keeps developing and gives regulars something new again and again.

05

Self-explanatory, little supervision



Large glowing playing fields and clear user guidance make getting started intuitive. Players grasp the principle in seconds and can begin right away.

06

Built for continuous operation



Robust components, separate supply zones and automatic system monitoring provide reliable operation over many hours – designed throughout for daily use in leisure facilities.

07

Fits your space



Playing field size and layout adapt to the available area. Wall modules, touchscreen and further extensions can be added flexibly.

08

Ticketing built right in



Book playing time, choose the number of players, issue a ticket and release access – the optional ticketing system brings the whole process into Pixelino. Bookings, prices and revenue can be recorded centrally.

09

An experience for spectators too



The large screen shows scores, records, countdown and game information live. That keeps things exciting for waiting guests and spectators as well.

10

Short rounds, high throughput



Short game rounds and quick changeovers allow a high group throughput – ideal for busy venues and peak times.

IDEAL FOR MANY OCCASIONS

The same installation entertains any group: game selection, pace and tone adapt to the occasion – from a children's birthday to a corporate event.



Children's birthdays



Fitness



Team events



Family outings



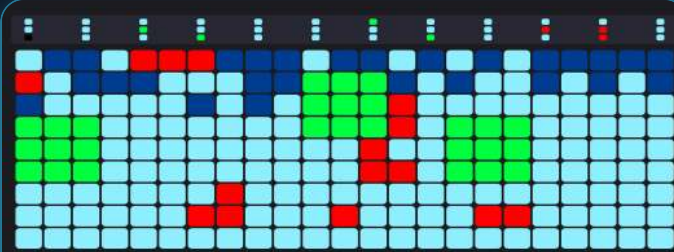
Time with friends



Stag & hen parties

Now to the games.

One floor, countless ways to play. Reflex, teamwork, skill or strategy: every round runs about three minutes and is understood instantly.



Ice Floe

SURVIVAL ON MELTING ICE

The floor gets more dangerous by the second. Escape onto blue tiles in time! Green tiles give you extra points! All tiles start light blue. Over time they get darker. Then they turn red! Jump onto blue tiles.



Mole Boom

CHAOTIC MOLE-SMASHING ACTION

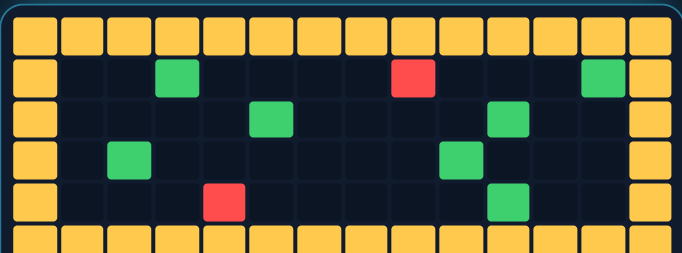
Be quick and hit as many moles together as you can! Hit the violet tiles fast! The yellow squares show where the mole appears. Avoid the red tiles – they cost you points!



Stop the Fleet

STARSHIP DUEL

Command your starship. Outgun the enemy fleet. Step into your battle zone – your starship follows wherever you stand. Dodge incoming fire while your ship auto-fires back at the enemy.



Touch Green

RISK & REWARD COLLECTING

React fast, touch the green tiles and score points together! The yellow line is your safe island. Hit the green tiles fast! Avoid the red tiles – they cost you points.

WHY GROUPS LOVE IT

Every game runs on the same floor with a single running score – perfect for warm-ups and for groups stepping onto Pixelino for the first time.

More ways to play.

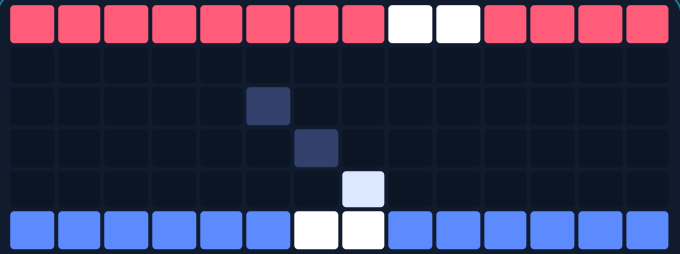
New games keep arriving — ask about seasonal content and custom scenario playlists for your venue.



Color Floor

MEMORY & OBSERVATION

Find the target color fast and step on the matching tiles! A color appears at the border. Step on that color! Careful: the target color changes!



Floor Rally

TEAM DUEL AT THE GOAL-LINE

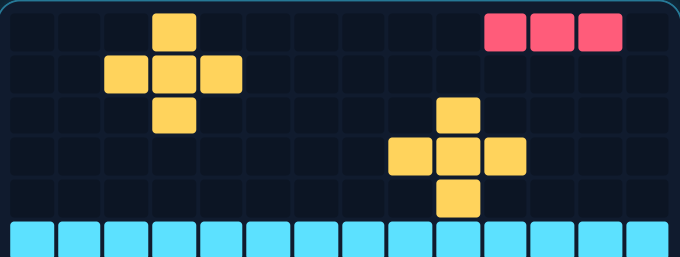
Classic Pong, reborn as a full-body sport. Stand anywhere on your team's goal-line to become part of the paddle. Move along the line to track the ball and block it.



Caty Color

HUNTING MOVING TARGETS

Follow the caterpillar. Its head is where the bonus is! Step on the caterpillar's body. Hit the caterpillar's head for extra points! Collect as many points as you can!



Plus & Minus

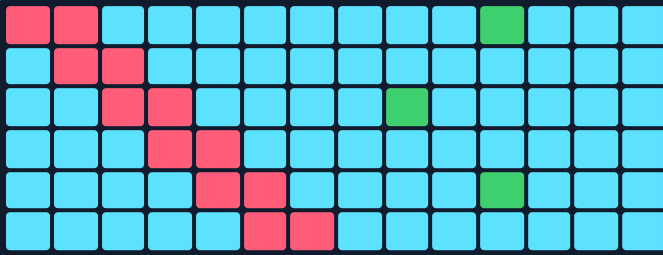
TIMING & INTERCEPTION

Stop the falling blocks — but let the red ones through! Stand on the yellow line. Block the falling blocks! Let the red blocks pass — they cost you points!

WITH THE WALL MODULE

Seven of the ten games bring in the optional wall module — the wall then becomes part of the playing area. The comparison table on page 7 shows which.

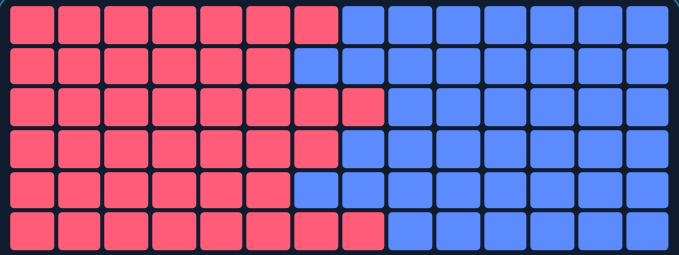
And there is more.



Color Claim

ESCAPING A MOVING THREAT

Keep moving and collect as many points together as you can! Step only on green tiles. Blue tiles give you extra points! Yellow tiles are safe islands! Avoid the red tiles – they cost you points.



Secret Color

COMPETITIVE TERRITORY RACE

Claim your team's color before the next wave hits – but step on the rival color and you hand them the point.

HOW A SESSION RUNS

From ticket to the next round – the sequence is the same at every venue and needs no briefing.

1

Book and issue a code

Staff books a play slot on the ticketing system, sets the number of players and issues a ticket with an access code. The group types the code on the keypad and starts its session.

2

Choose a game

At the optional customer touchscreen the group chooses for itself: filter by category or intensity, watch an animated preview, one tap confirms. Without the touchscreen, staff starts the game.

3

Play for about three minutes

Large glowing tiles and clear colors explain the rule in seconds. Everyone plays at once on the same surface; player detection assigns every step to the right person.

4

Score and next round

The big screen shows points, countdown and leaderboard live – for waiting guests too. Then it is straight into the next game with no setup; the switch takes seconds.



Find the right game, fast.

A quick reference for venue operators — everything you need to build the perfect session.

GAME	PLAYERS	AGE	DURATION	INTENSITY	MODE	WALL
Ice Floe	2–10	5+	3 min	High	Cooperative	Yes
Floor Rally	2–12	5+	3 min	High	Head-to-Head	—
Stop the Fleet	2–8	5+	3 min	Med–High	Head-to-Head	—
Touch Green	2–8	5+	3 min	Medium	Cooperative	Yes
Color Floor	2–8	5+	3 min	Medium	Cooperative	Yes
Mole Boom	2–8	5+	3 min	High	Cooperative	Yes
Caty Color	2–8	5+	3 min	Medium	Cooperative	Yes
Plus & Minus	2–8	5+	3 min	Medium	Cooperative	Yes
Color Claim	2–8	5+	3 min	High	Cooperative	Yes
Secret Color	2–10	5+	3 min	High	Head-to-Head	—

Player counts, ages and intensity ratings are venue guidance based on typical group play — actual capacity depends on floor size and installation. Round duration is configurable per venue.

SAMPLE SESSION PLAYLISTS

Kids' Birthday

Touch Green → Mole Boom → Caty Color → Color Floor. Easy entry, high energy, ages 5+.

Team Event

Secret Color → Floor Rally → Stop the Fleet. Head-to-head rounds built for friendly competition.

Open Play Hour

Ice Floe → Color Claim → Plus & Minus → Secret Color. A rotating mix for walk-in visitors.

SCOPE OF DELIVERY · FLOOR, CONTROL & POWER

What arrives at your venue.

A Pixelino installation is a complete, turnkey system — floor, control electronics, power, display, sound and network, delivered and commissioned as one.

FLOOR, CONTROL & POWER

Customisable interactive RGB floor

Fully modular playing field with a freely selectable number of tiles, individually controllable 6 W high-brightness RGB lamps, integrated player detection and stable, uniform light output without visible flicker. The mechanically robust construction and durable, easy-to-clean, non-slip surface ensure safe and reliable operation in demanding commercial environments.

Integrated ticketing system

Lets staff book a play slot, set the number of players and print a ticket with an access code in a few taps — players simply enter the code on the keypad to start their session, while bookings, prices and revenue are recorded automatically.

Compact high-performance computer

Reliable central computer with a powerful Intel processor, industrial-grade SSD storage and high-speed network connectivity. It controls game logic, real-time scoring, visual effects, audio, system diagnostics and future software expansions. Designed for continuous operation with fast startup, low power consumption and easy component replacement.

Industrial multi-channel RS485 controller

Robust, interference-resistant communication system for parallel control of multiple floor zones and stable continuous operation.

Industrial 24 V power supply system

Multiple protected power zones provide stable, flicker-free illumination, efficient power distribution and high operational reliability, even when many RGB lamps are active simultaneously.

Professional control cabinet

Centralised installation of power supplies, communication electronics, protection devices and network components with structured, service-friendly wiring.

SCOPE OF DELIVERY · SCREEN, SOUND & NETWORK

Everything around the floor.

The interactive floor is the heart of it – score display, sound, ticketing and a central system controller make Pixelino complete. Optional modules add further possibilities for venues with extended requirements.

SCREEN, SOUND & NETWORK

86-inch large-format score display

Displays game instructions, countdowns, live scores, high scores, player information and animations in a highly visible format for the entire playing area.

Professional stereo sound system

Two active speakers provide synchronised music, voice instructions and immersive game effects throughout the playing area.

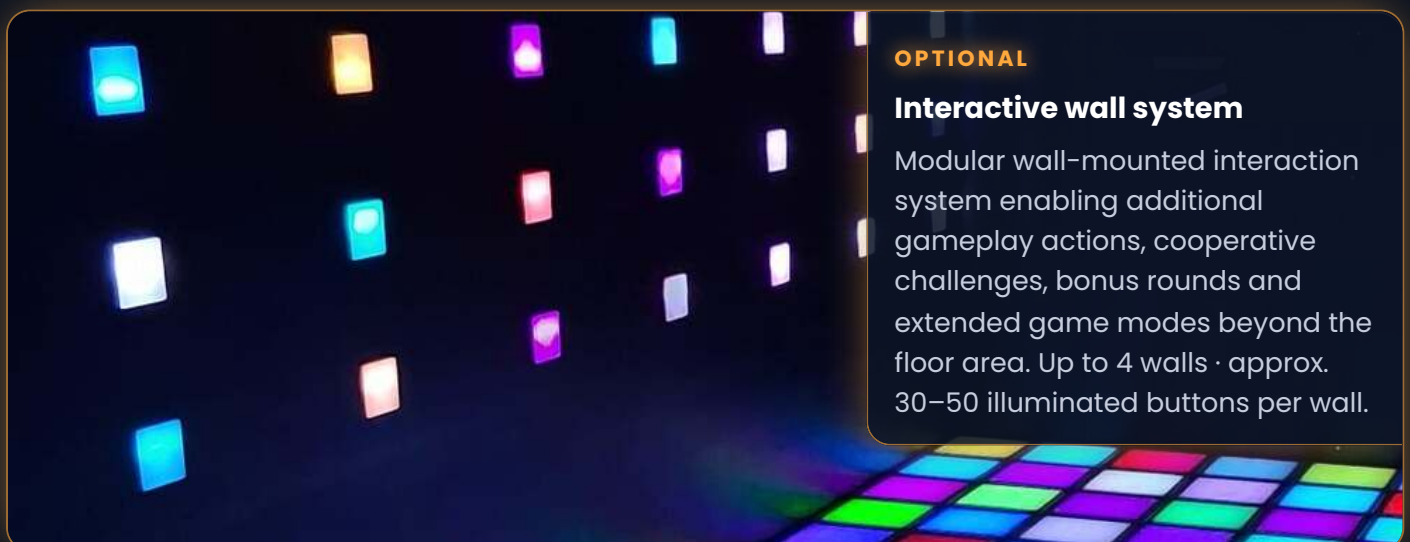
Dedicated network infrastructure

Managed network switch and router for reliable internal communication, remote diagnostics, maintenance and software updates.

Intelligent soft power management

Controlled system start-up and shutdown protect the electronics, reduce unnecessary energy consumption and allow the complete Pixelino installation to be powered on and off safely with a single command.

OPTIONAL EXTENSIONS



OPTIONAL

Interactive wall system

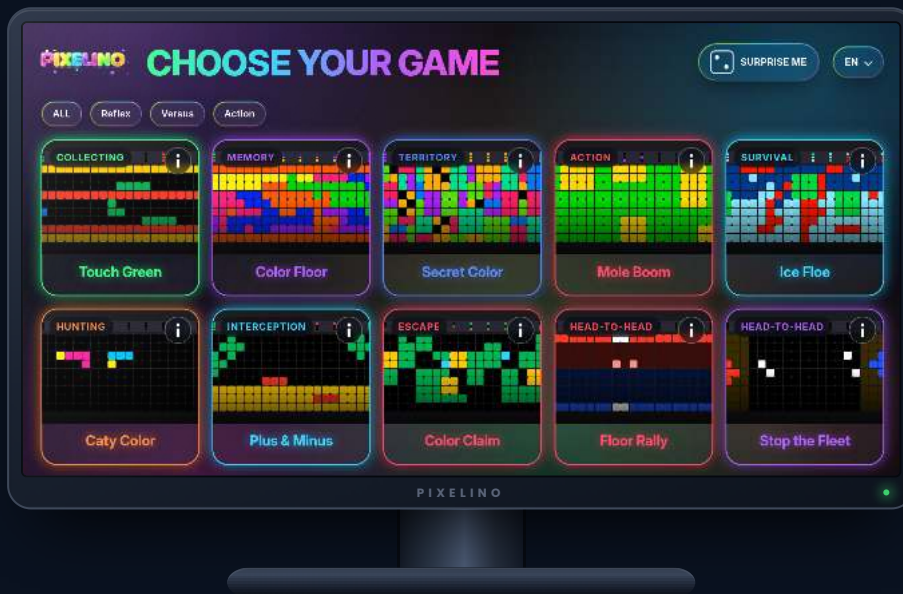
Modular wall-mounted interaction system enabling additional gameplay actions, cooperative challenges, bonus rounds and extended game modes beyond the floor area. Up to 4 walls · approx. 30–50 illuminated buttons per wall.

OPTIONAL WALL SYSTEM — illuminated buttons alongside the floor, photographed during operation

OPTIONAL EXTENSION · SELF-SERVICE KIOSK

Guests choose their next challenge themselves.

With the optional customer touchscreen, guests choose their next challenge themselves. They browse the full game selection, filter by category or intensity, and get an immediate feel for the flow and dynamics through animated previews. One tap is all it takes to confirm the choice.



TOUCH MENU — the self-service game selection screen, captured live

WHY OPERATORS LIKE IT

Fewer questions at the counter, faster turnover between groups, and one less thing for staff to explain — the touchscreen keeps the queue moving while still feeling like part of the show.

FISCAL COMPLIANCE

OPTIONAL

Fiscal module — MTD (UK) & EU equivalents

The UK requires no certified till: the system keeps HMRC-ready digital VAT records under Making Tax Digital, with tamper-evident journals and exports for your accounting software. Where an EU market does mandate certified hardware, the integrated ticketing system ships with the matching fiscal unit: TSE under KassenSichV in Germany, RKSv in Austria, registratore telematico in Italy, NF525 in France, online cash register in Poland, TicketBAI / VERI*FACTU in Spain and SAF-T certified receipts in Portugal. Receipt, signature and audit export are generated automatically with every booking.

ONE SYSTEM · THREE EDITIONS

The right world for every audience.

Nothing changes about the technology: floor, control system and ticketing are the same in every edition. What differs is the presentation: game selection, graphics, music and tone are matched to the audience — from a children's birthday to a corporate event.



Kids

Colourful game worlds, simple rules and short rounds. Colour-catching, mole-hunting and cooperative games that even five-year-olds understand without explanation.

TYPICAL GAMES

Touch Green · Caty Color · Color Floor · Mole Boom



Sport

Pace, reflexes and stamina. Fast duels and races for school classes, clubs and anyone who wants to burn off energy.

TYPICAL GAMES

Floor Rally · Color Claim · Plus & Minus · Ice Floe



Adults

Team duels, leaderboards and competition. A fit for company parties, stag and hen nights and evening events.

TYPICAL GAMES

Secret Color · Stop the Fleet · Color Claim · Floor Rally

WHAT THIS MEANS FOR YOUR VENUE

You do not choose one variant, you switch between them: the same floor runs as a kids area in the morning, in sport mode in the afternoon and as a corporate event in the evening. Switching takes seconds.



Bring Pixelino to your venue.

Ten games and counting, built for families, friends and events.
Get in touch to talk installation size, game selection and pricing
for your space.

ABOUT THE SYSTEM



pixelino.io

Scan the code or visit pixelino.io



ENQUIRIES AND QUOTATIONS

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