

How the play experience works.

A simple, customer-facing guide to the arcade, active, projection and screen-free learning experiences available for events, venues and communities across Kerala.

Inside this guide

What players do, what makes each experience engaging, and how a session flows from start to finish.

Arcade cabinet play

Players choose a game, take a position at the cabinet and use the controls to guide the action on screen. The session gives immediate feedback, a score and a clear replay moment.

SINGLE PLAYER

Single Button Arcade

Press one large button at the right moment to react, avoid obstacles or beat the countdown.

CLASSIC CONTROLS

Joystick Arcade

Move a character with the joystick and combine button presses to complete short arcade challenges.

SOCIAL PLAY

Multiplayer Arcade

Two or more players compete side by side, with the screen showing live progress and a winner.

Every cabinet session is designed to be easy to understand in seconds, satisfying for a first attempt and replayable for a rematch.

25 ways to move, react and compete

Active games turn a player's movement into an immediate on-screen response. Each round has a simple goal, visible feedback and a score to chase.

Step-Cadence Adventure

Run or step in place to move a racer through a changing route.

Boxing Combo Trainer

Strike the left, right or paired targets in the sequence shown.

Hammer Power Tower

Make one safe padded strike and watch the strength meter climb.

Turbo Button Duel

Two players tap rapidly to push their characters toward the finish.

LED Reaction Wall

Reach the glowing target before it disappears.

Whack-a-Creature Cabinet

Hit the creature that appears and build a score before time ends.

Dance Pattern Floor

Follow directional rhythms across the active floor zones.

Jump-Rope Sky Run

Jump at the exact moment the virtual rope reaches the player.

Pose-Control Fitness Quest

Hold or repeat body poses to clear on-screen obstacles.

Balance Tilt Maze

Guide a ball through a maze by carefully tilting the play surface.

Pedal Expedition

Pedal steadily to move along a scenic cycling route.

Rowing Rapids

Alternate pulls to steer through river gates and keep the boat on course.

Safe Tug Strategy

Pull and release with rhythm to claim zones as a team.

Goal Kick Target Grid

Kick toward the illuminated scoring area before the round ends.

Basket Streak Challenge

Make baskets in succession to extend a scoring streak.

Interactive Wall Projection

Throw soft balls at projected targets and playful creatures.

Webcam Dodge Arena

Move, duck and lean to avoid virtual obstacles.

Laser-Beam Escape

Move through the safe path without crossing the active beams.

Grip Rescue Mission

Use a controlled grip action to lift, brake or rescue.

Steering Slalom

Turn a physical wheel to weave between gates.

Wind-Powered Sailing

Blow or create airflow to move a virtual sailboat.

Shout & Sound Quest

Match voice volume or rhythm to power the next action.

Memory Pad Sequence

Watch a light pattern and repeat it in the same order.

Co-op Pump Rescue

One player pumps while another aims in a timed rescue.

Magnetic Treasure Hunt

Move a wand around the surface to discover hidden checkpoints.

Wall and floor projection

Players step into a projected play zone. The space becomes the game board, and movement, gestures, throws or steps create visible changes in the scene.

FLOOR EXPERIENCE

Step & Zone Play

Players step on changing targets, avoid marked areas, follow patterns and race the timer.

WALL EXPERIENCE

Gesture & Aim Play

Players use hands, body movement and soft throws to interact with targets on the wall.

FAMILY EXPERIENCE

Multi-player Floor Play

Several players can share the space, follow different goals and see their progress together.

VENUE EXPERIENCE

Fast Interactive Wall Play

Quick targets appear across the wall so players can aim, react and replay for a better score.

A host can select the game, start a round, pause between players and reset the space for the next group.

Screen-free learning and fitness

These compact experiences use lights, sounds, spoken prompts and physical actions, so children can learn and move without a graphical screen.

Smart Learning Briefcase

Choose a colour, number, alphabet, maths, memory or reaction challenge.

Electronic Activity Dice

Shake the cube and follow the spoken movement or learning prompt.

Motion Learning Controller

Tilt, shake or press to select an answer and complete a challenge.

Roll-up Learning Step Mat

Step on the called colour, number or sequence to progress.

Reaction Light Pods

Move around the room and touch the pod that matches the instruction.

Mini Whack-a-Light

Press the correct light quickly while avoiding the wrong colour.

Balance Challenge Board

Keep a ball or pointer inside the target while the challenge changes.

Jump & Exercise Counter

Complete jumps or movements and hear milestone feedback.

Simon Fitness Memory Game

Repeat an expanding light-and-sound pattern with hands or feet.

Portable Quiz Buzzer

Listen to a question and be first to press the answer buzzer.

Easy to join, satisfying to replay

Every experience follows the same welcoming rhythm so guests, children and teams can begin quickly.

01

Choose the challenge

A player or host selects the game and sees a short instruction.

02

Start the round

The play area lights up or the screen shows the first target.

03

Move and respond

Players step, strike, aim, press, balance, speak or cooperate.

04

See the result

Scores, streaks and feedback make the result clear and invite another turn.

Game Maniacus can recommend a mix based on your venue, audience, event style and the kind of energy you want guests to feel.