



WHAT IS CUBE?







"CUBE Challenges" is the new ultimate real-life gaming experience, which definitely confronts you with the limits of yourself.

The goal of the game is to complete a series of different tasks as an individual or in a team environment along with friends or family, having time as the unique rival!

Players are separated into teams, consisting of 2 to 6 people. Combination of BRAIN, FITNESS, PERCEPTION & SKILLFULNESS is the key ingredient in order to achieve the challenges and be the winners!

WHO CAN PLAY?

All type of visitors & all ages can live the experience of CUBE Challenge

-  Families
-  Friends
-  School Classes
-  Athlete Clubs
-  Companies & Conferences
-  Birthday Parties

No special physical abilities are required in order to play. Just wear comfortable clothes & be prepared for serious teamwork! We recommend comfortable clothing, that allows freedom in movement for the activities!

There are three difficulty levels on each challenge. All levels can be played and won by everyone! A session typically lasts 60 minutes. Although the time can be extended if the team wants to continue growing the score levels!



GAME EXPERIENCE IN STEPS

Make a team of 2 to 6 people and comeup with a team name!



Each player gets an RFID wristband in which there are all his personal and team information.



Inside the room, if the red light is flashing you have failed to beat the challenge. However you can try again as many times as you wish. If it's green congratulations! You have beaten the challenge!



Outside the rooms there is a display where players can choose the difficulty level of the game. Point-system is linked to the difficulty level chosen for each challenge!



Outside each entrance there is a light. If the light is green the room is free,if the light is red another team is inside trying to beat the challenge and you have to wait! In order to have access in the room, all players should scan their wristbands.By the time the last player scans its wristband, the time starts counting down!



In the screens located in the main aisle, players can scan their wristband anytime to see their live-score. When you finish the game you get a printout with a detailed result of your team.

SAFETY FIRST

CUBE Challenges are structured in order to meet all the safety rules & make the experience unique for the players.

More specifically:

- ✔ In all activities that is required, we install protective foam layers (2-10cm thick).
- ✔ All the game constructions are self supported.
- ✔ In all surfaces or corners that is required, we install rubber protective corners (2cm thick).
- ✔ Protective Mattresses are fire classified.
- ✔ All mechanisms are powered by low voltage wires (12-24W).
- ✔ Players are able to abandon any challenge room, at any time during the game. Moreover, room's door locks automatically get disengaged in case of power is down.

LOCATION ID

- ▶ 3D Virtual Preview creation
- ▶ Guidance on location branding according to company's designs & colors
- ▶ CUBE Challenges Main logo sign (1 unit)
- ▶ Challenge Categories signs (3 units)
- ▶ Outdoor Branding / Decoration Idea & Design
- ▶ Indoor Branding / Decoration Idea & Design
- ▶ CUBE Project Theming: Lounge area, reception area, corridors (OPTIONAL)

MARKETING SERVICES

Coming under the CUBE Challenges brand ID & marketing kits, you will be provided with extreme IT & dedicated Artwork support. A complete Marketing Plan with Campaign Actions will be settled for launching the new product to the local community.

All your promotional needs will be covered by our professional design dpt. You will immediately gain access to our basic media kit & printable or digital graphics will be available anytime depending on your campaign, according to our global marketing standards.

Also all your demands regarding web support will be covered by our web developing dpt.



GRAPHICS & DESIGN

- ▶ 3D BRANDING PREVIEWS OF AVAILABLE STORE AREAS
- ▶ CORP. BRANDED PRINTABLE GRAPHICS (INDOOR & OUTDOOR)
- ▶ BASIC MARKETING KIT - SEASONAL FIRST STEP PROMO MATERIAL
- ▶ SOCIAL MEDIA STANDARD GRAPHICS CREATION
- ▶ SOCIAL MEDIA CONTENT CREATION (POSTS OF ALL KIND)
- ▶ MARKETING CAMPAIGN PROMO ARTWORK (WEB & PRINT DESIGNS)
- ▶ BRANDING PRINTABLE ARTWORK OF ANY KIND
- ▶ GOOGLE BANNERS GRAPHICS CREATION
- ▶ NEWSLETTER DESIGNS FOR CLIENTS AGREED WITH GDPR
- ▶ PHOTOS OF ROOMS & PLAYERS ACTIVITIES
- ▶ TEASER VIDEOS OF GAME EXPERIENCE
- ▶ EXTENDED TEASER VIDEO FOR STORE'S TV SCREEN
- ▶ CREATION OF ALL CUSTOM ARTWORK NEEDS (ONLINE & PRINTABLE)



WEB & SOFTWARE DEVELOPING

- ▶ CUSTOM HTML WEBSITE CREATION
- ▶ WEBSITE MOBILE OPTIMIZATION
- ▶ LINKED SUBDOMAIN WITH CORP. DOMAIN NAME
- ▶ WEBSITE HOSTING
- ▶ WEBSITE SSL CERTIFICATION
- ▶ UNLIMITED NUMBER OF CORP. E-MAIL ACCOUNTS
- ▶ BILINGUAL WEBSITE
- ▶ UPDATES / WEBSITE EXTENSIONS
- ▶ CLOUD ACCOUNT ACCESS
- ▶ EXTREME IT SUPPORT
- ▶ GAME SOFTWARE ADMINISTRATION & SUPPORT
- ▶ SOFTWARE UPDATES
- ▶ CUBE SOFTWARE ACCESS POINTS SUPPORT
- ▶ SEARCH ENGINE OPTIMIZATION (SEO)
- ▶ WEB ANALYTICS & GOOGLE ANALYTICS
- ▶ BOOKING SYSTEM



SOCIAL MEDIA & ONLINE ADS

- ▶ SOCIAL MEDIA PAGES & ACCOUNTS CREATION (FACEBOOK, INSTAGRAM, YOUTUBE, TRIP ADVISOR, GOOGLE BUSSINESS)
- ▶ ¹SOCIAL MEDIA PAGES & ACCOUNTS MONITORING
- ▶ ¹SOCIAL MEDIA PAGES & ACCOUNTS MANAGEMENT
- ▶ ²SOCIAL MEDIA PLATFORMS ADVERTISING (ADWORDS, SPONSORED POSTS)
- ▶ ¹ORGANIZE MONTHLY SOCIAL MEDIA CALENDAR & POSTS
- ▶ NEWSLETTER CAMPAIGNS FOR CLIENTS AGREED WITH GDPR

¹EXTENDED PART OF OUR MARKETING SERVICES. COMES WITH AN EXTRA FEE.
²CUSTOMER SETS BUDGET & PAYMENT FOR ONLINE ADVERTISING.



WHAT'S INCLUDED

- ▶ All I.T., computers, screens, servers & store's Operating Software
- ▶ Challenge scenography and decoration
- ▶ Game and electric props
- ▶ Special Constructions
- ▶ All materials, components, detectors, lighting, special devices & effects
- ▶ All design paintings
- ▶ Transportation Costs
- ▶ Tickets and accommodation of our personnel
- ▶ Monitors
- ▶ Training of managers and game supervisors
- ▶ Full documentation of the game
- ▶ Online technical support, manuals & instructions
- ▶ 2000 RFID wristbands
- ▶ Registration station



SUGGESTED PREMISES

Minimum 600m² for 20 Challenge Rooms



150m²

- Reception
- Registration area
- Locker rooms
- Briefing room
- WC

600m²

For 20 challenge rooms plus corridors

Average rooms space: 20m²

- Other areas (Coffee shop, conference)



CUBE OS

The **CUBE Operating Software** is the program that controls the flow of the player experience.

It is necessary for registering the players, giving them access to the rooms and checking the game duration for each team.

It also provides the Game Master, the ability to see and control the status of the rooms, to monitor the amount of players currently playing, and keep the score and records of every team.





GAMES CATEGORIES

The combination of speed, strength & stamina, has to confront the time pressure with only purpose to make you reach your limits.



PHYSICAL



BRAIN



SKILLS

The human brain has 100 billion neurons & each neuron is connected to 10 thousands other neurons. The only sure thing is that you have to use all of them in order to solve the cube brain challenges.

In this category accuracy wins. Stability, perception, patience & focus on target will be the key elements of group in order to gather the highest score.



THE CHALLENGES



PHYSICAL



SPEED BARRELS



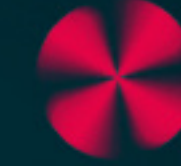
KNOCK OUT



RESTRICTED AREA



GOLDEN GATE BRIDGE



ROAD TO OLYMPUS



DANGER MINEFIELD



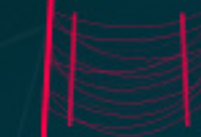
LASERMAZE



CARDIO



GYM TONIC



TWISTED CABLES



FLYING TORSO



WELCOME TO THE JUNGLE



RED ROPES AREA



FLOOR IS LAVA



SKILLS



SUBBUTEO



CRYSTAL MAZE



BUZZER BEATER



COMET FORCES



PINBALL WIZARD



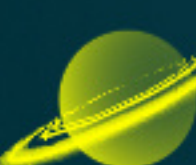
SKEE BALL



LIGHTS ON



BUBBLE TROUBLE



TARGET 8



BLACK HALLS



FILL IT



CARGO



SPINNING



SLINGSHOT MADNESS



BRAIN



PYRAMID OF GIZA



SPOT THE DIFFERENCES



THE TEMPLE



CLEF DE SOL



ALL IN



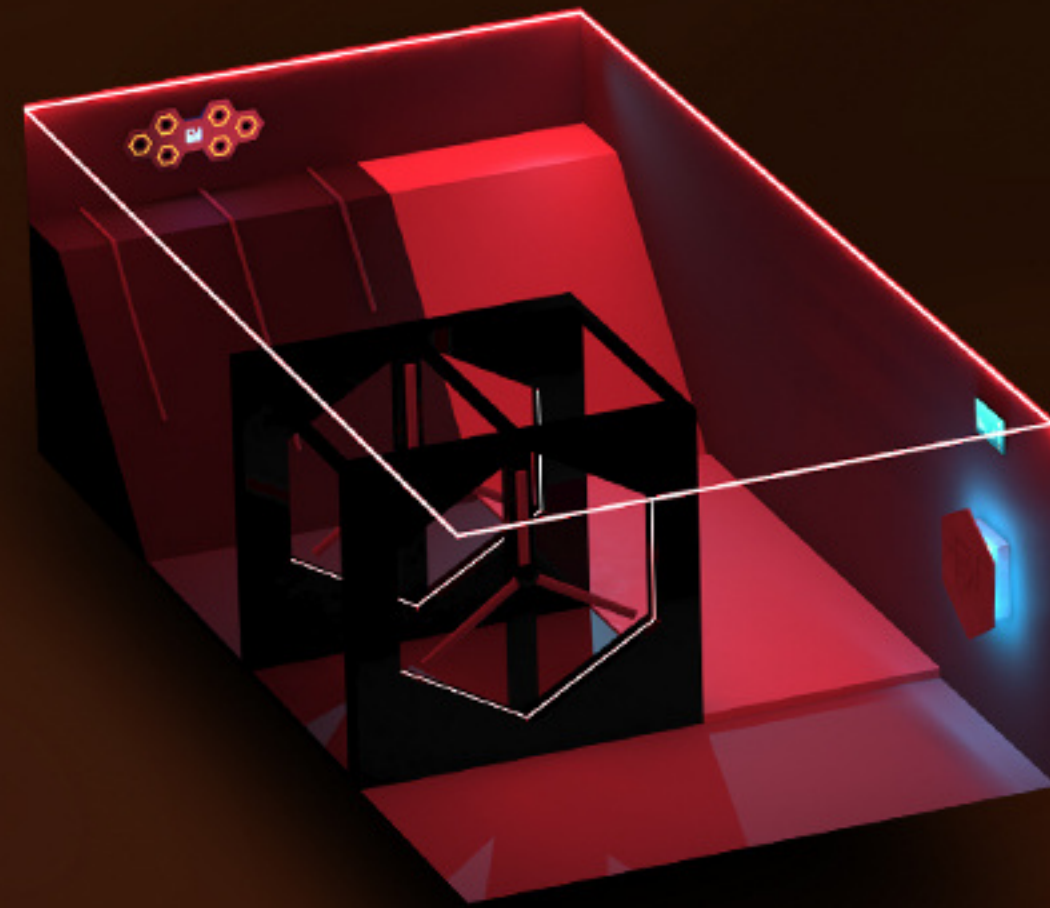
BEAT THE BOMB



GENIUS



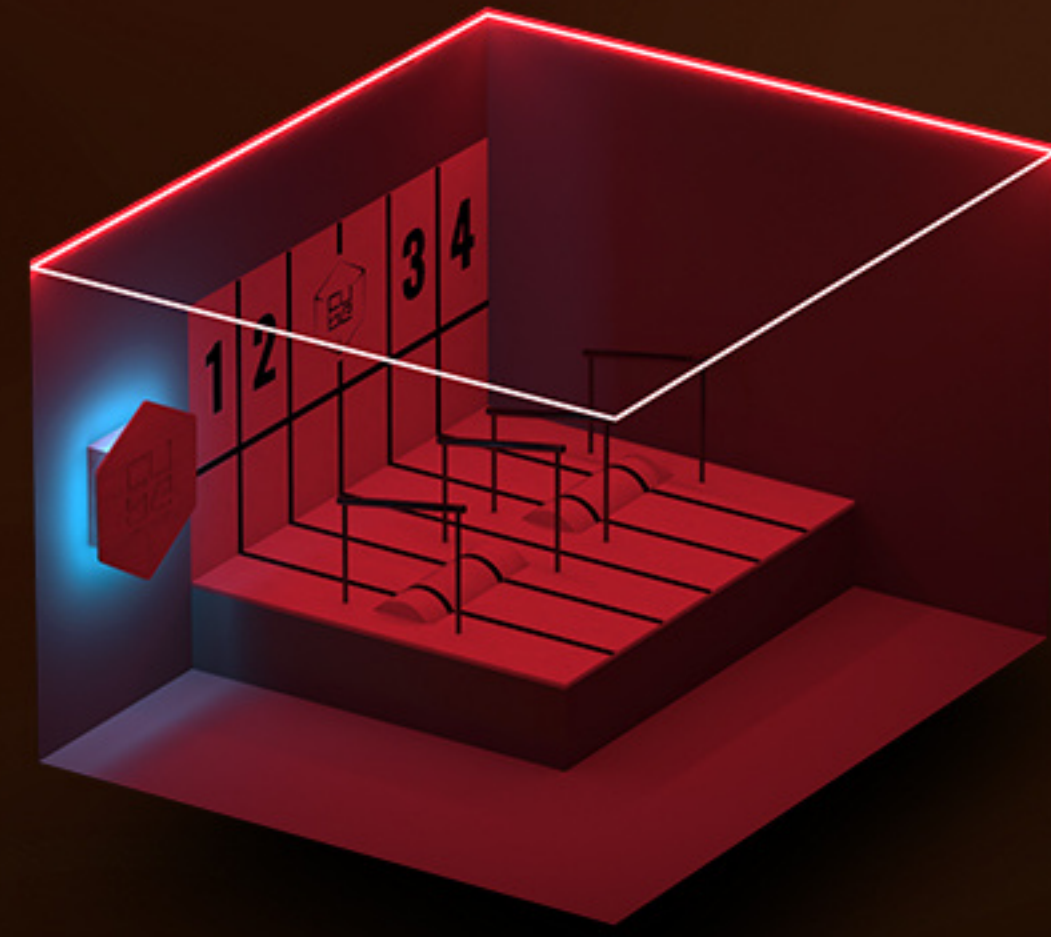
RAINBOW MIND



In this room players should pass through the propellers without touching them and climb to the top by using the ropes before the time expires.

PHYSICAL ⚡ ⚡ ⚡ ⚡ ⚡
 BRAIN ∞ ∞ ∞ ∞ ∞
 SKILLS ⚙ ⚙ ⚙ ⚙ ⚙

Suggested space:
40m²



Have you ever reached your limits by running? In this challenge you will reach them for sure. Players should hold the rope and run over the barrels until the green light turns on.

PHYSICAL ⚡ ⚡ ⚡ ⚡ ⚡
 BRAIN ∞ ∞ ∞ ∞ ∞
 SKILLS ⚙ ⚙ ⚙ ⚙ ⚙

Suggested space:
15m²

#GHALLENGEROOMS
THE JUNGLE

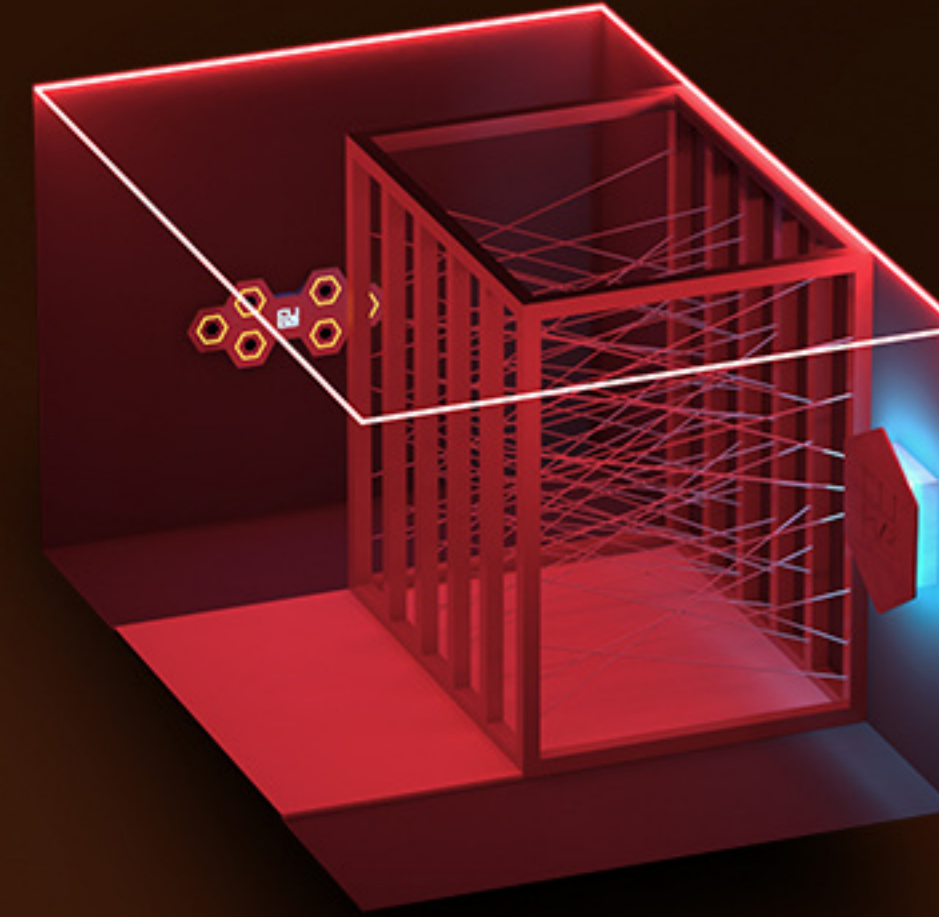
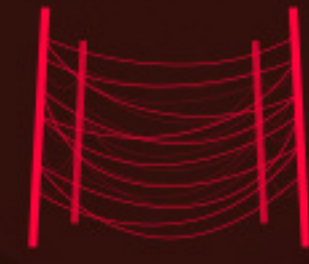


Welcome to the "Jungle", one of the most spectacular CUBE challenges.
 At the first stage of the room, players have to crawl under the net & pass through.
 Up next, they have to cross the path by jumping inside the wheels without touching the red floor.
 Finally, players have to slide down the zip line and jump inside the pool in order to reach the end, stop the timer and beat the challenge.

PHYSICAL 
 BRAIN 
 SKILLS 


 Suggested space:
55m²

#GHALLENGEROOMS
TWISTED CABLES

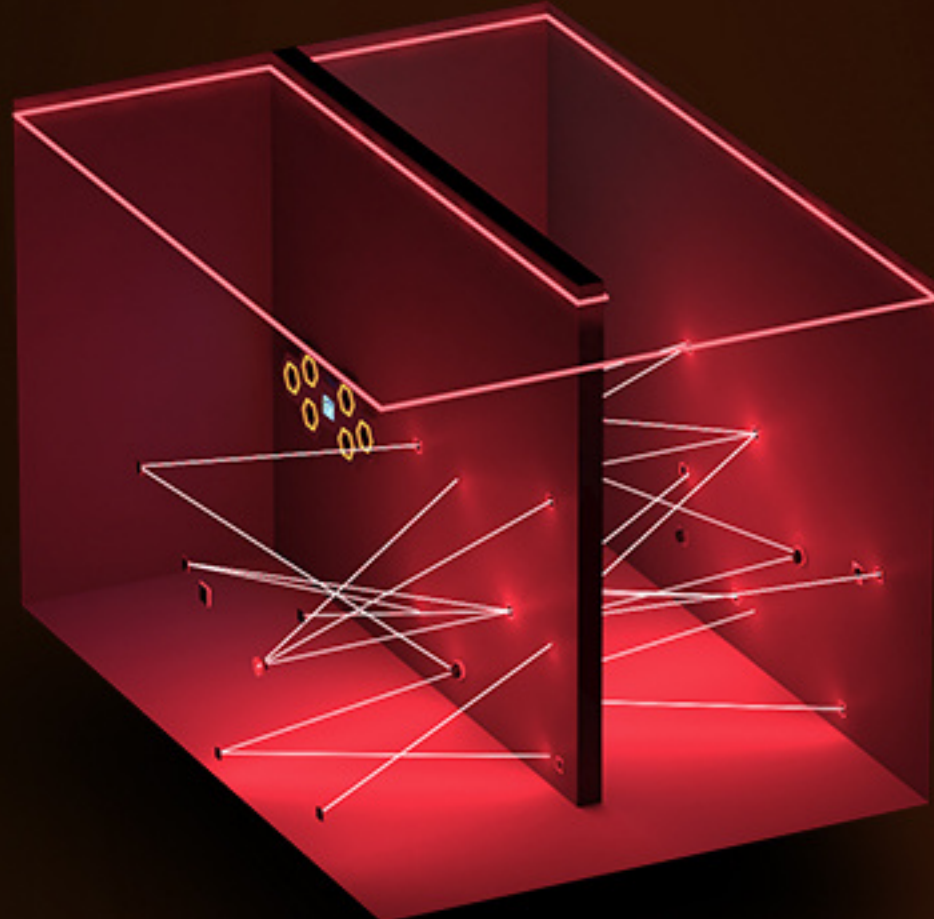


A big number of «twisted cables» has as a purpose to prevent the players from passing to the other side of the room. Players should be quick and pass from the cables without getting trapped inside.

PHYSICAL 
 BRAIN 
 SKILLS 



 Suggested space:
15m²

#GHALLENGEROOMS
LASER MAZE

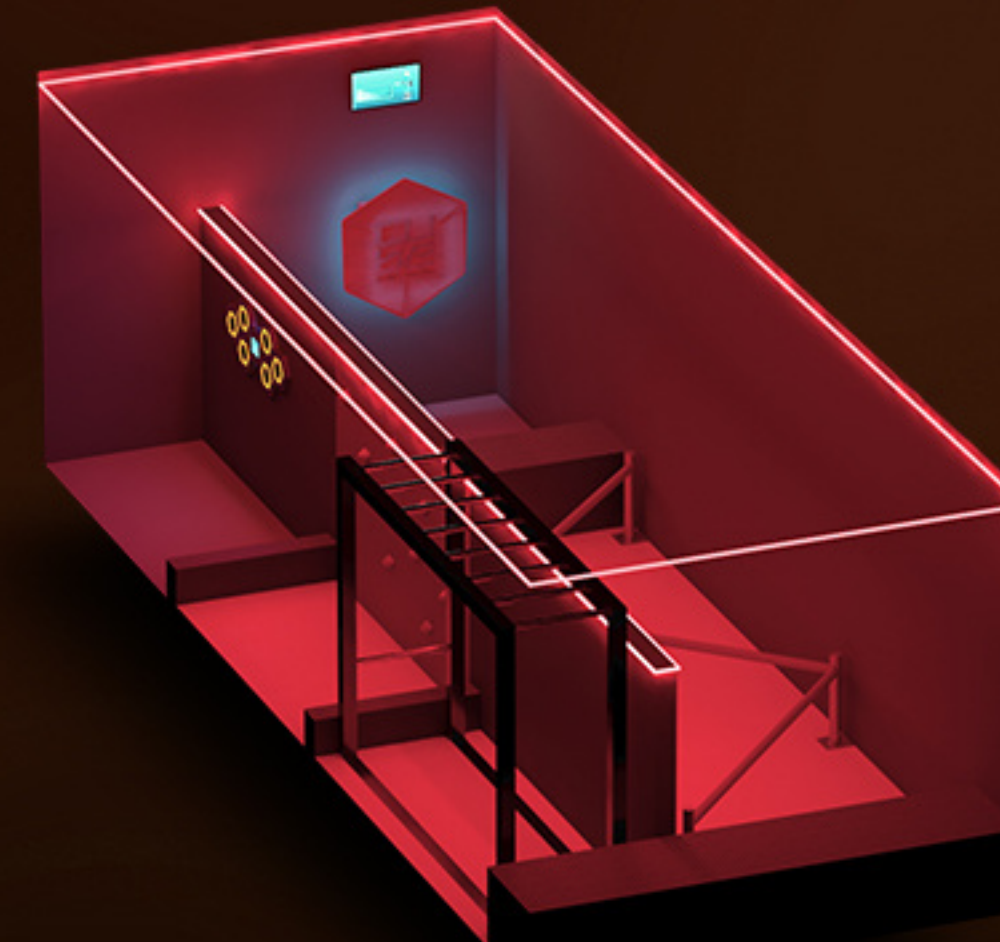


Agility, quick thinking and speed will be the key ingredients for the players in order to pass through a field with a web of laser beams, without "tripping" one of the beams. Will they achieve to escape and beat the challenge without activating the red alarm?

PHYSICAL 
 BRAIN 
 SKILLS 


 Suggested space:
20m²

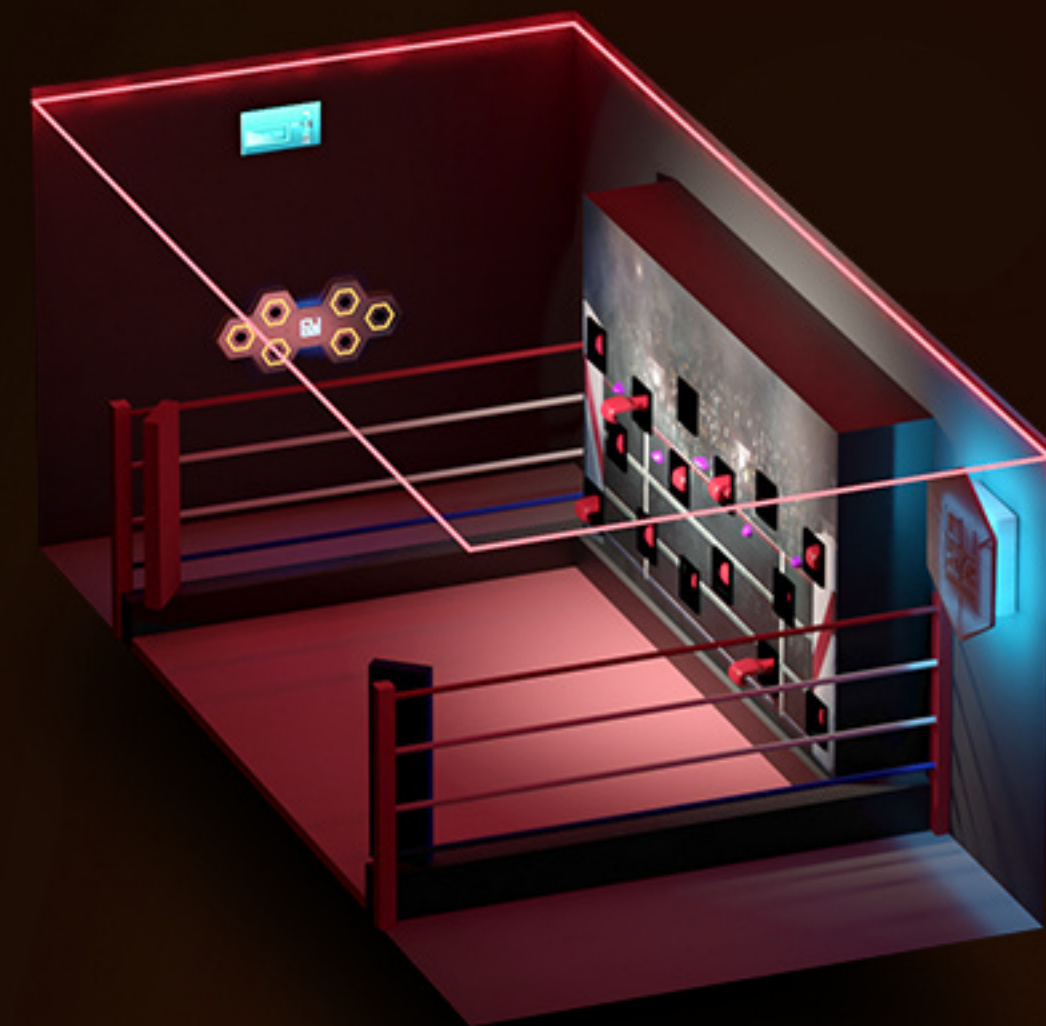
#GHALLENGEROOMS
CARDIO



Definitely one of the most active CUBE challenges. At the first stage of the room, players should walk and balance on the lines without falling down. At the second stage, passing from the horizontal bar without touching the red ground will lead them to the end of the room and win this challenge.

PHYSICAL 
 BRAIN 
 SKILLS 


 Suggested space:
40m²



#GHALLENGEROOMS
KNOCK OUT



In this challenge players should cross the wall and they should avoid to be hit by the red punches. They have to be smart and quick in order to avoid the 'knockout'.

PHYSICAL 

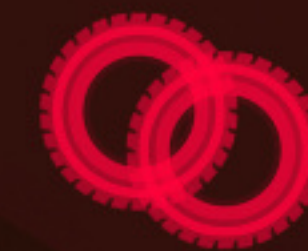
BRAIN 

SKILLS 

Suggested space:
25m²



#GHALLENGEROOMS
RESTRICTED AREA



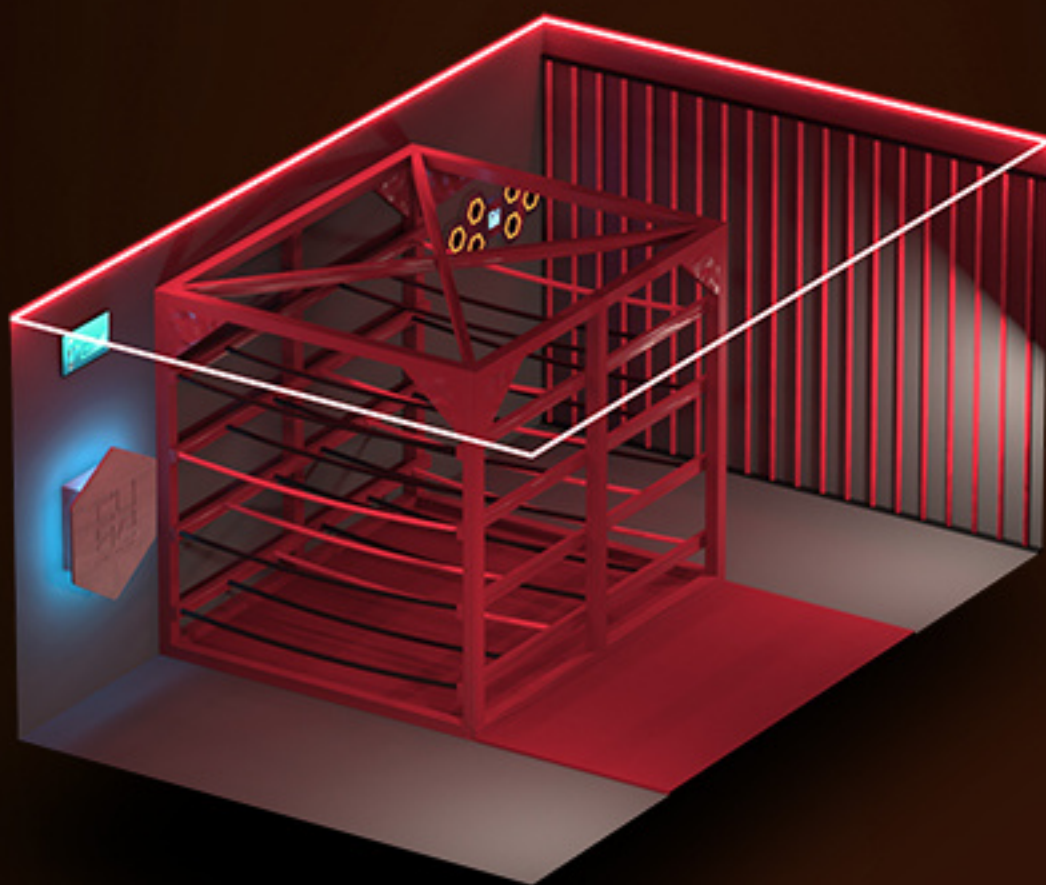
Caution!
Don't touch the restricted area in the ground!
The red alarm will trigger and you will lose the challenge.
Players should cross the room by using only the car wheels.
Will they achieve not to be detected from the alarm?

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
20m²



#GHALLENGEROOMS
RED ROPES AREA



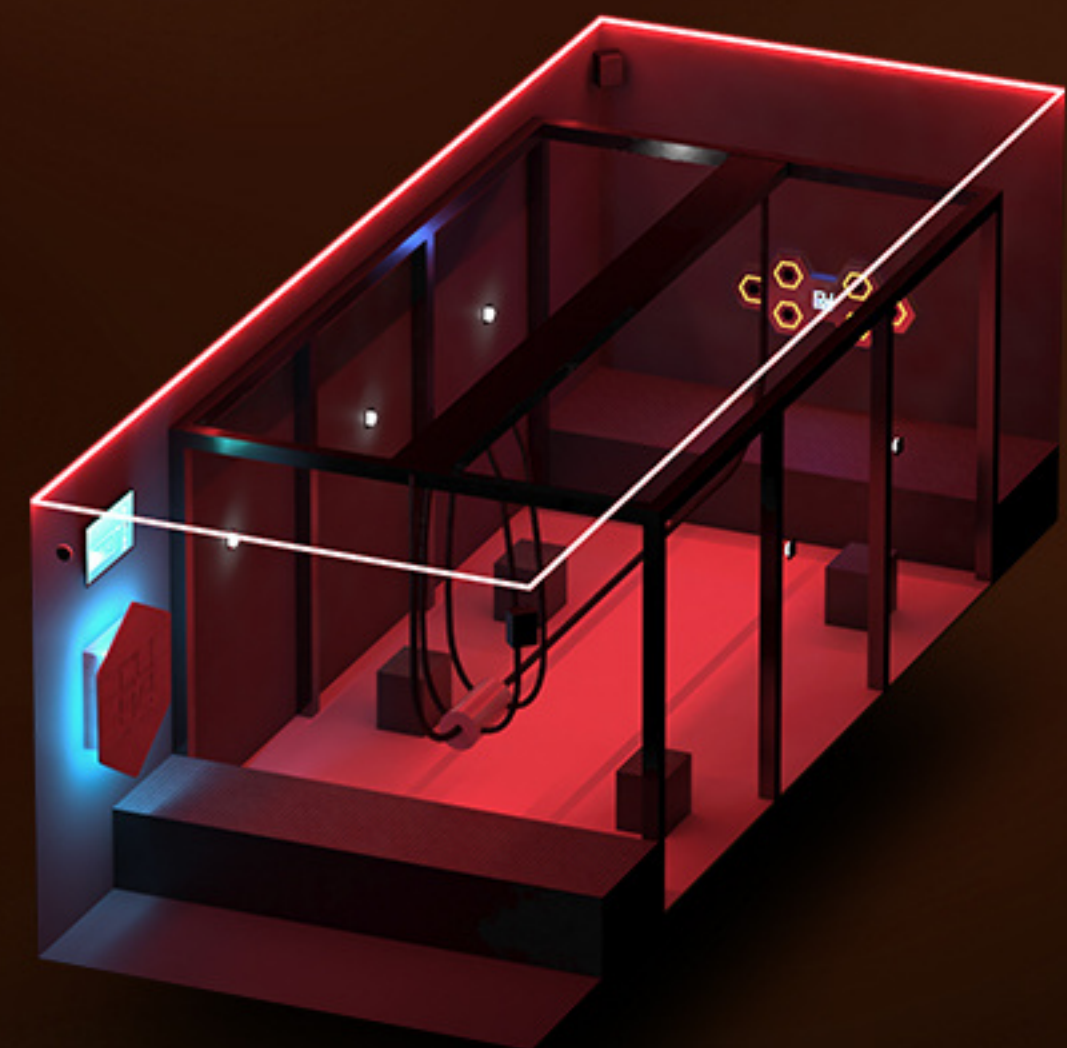
In this challenge a wrong move could have a cost for the team. Players should be accurate and fast in order to pass through the black ropes without touching any of the red ropes as fast as possible.

PHYSICAL 

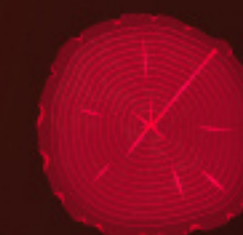
BRAIN 

SKILLS 

Suggested space:
25m²



#GHALLENGEROOMS
FLYING TORSO



Are you ready for take off?
Each player should board on the flying seat, pull the rope and cross the room without touching the red ground.
Also there are some stations with buttons in which players should stop and push them in order to complete this challenge.

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
25m²

#GHALLENGEROOMS

GYM TONIC



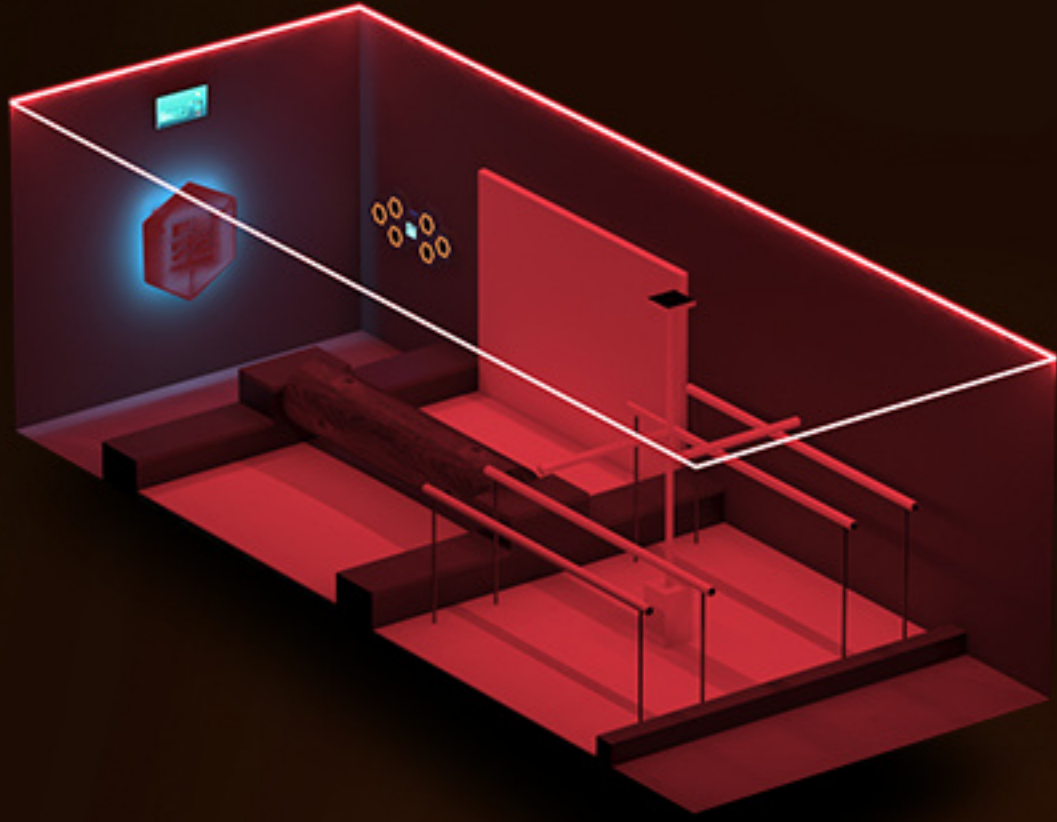
Strength, stamina and speed will be needed by the players in order to complete this mission. In the first stage of the room, players should find a way to reach up the next stage by using the gym bars, avoiding the red obstacles. In the second stage, players should co-operate in order to pass from the rotating wooden trunk without falling into the ground

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
30m²



#GHALLENGEROOMS

DANGER MINEFIELD



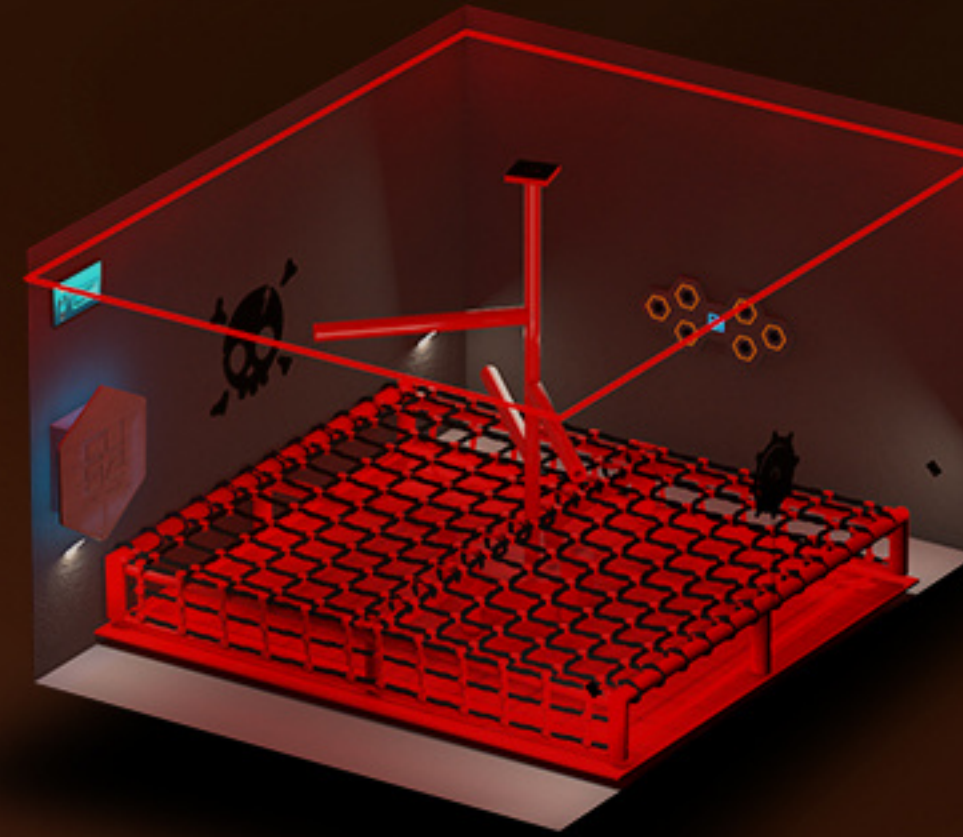
Danger!
Players should walk on the floor mats from the one side of the "Minefield" to other avoiding to be hit from the rotating bars!
The consequences of activating the mines will be serious for the team.
Will they achieve to beat the challenge ?

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
24m²



#GHALLENGEROOMS

GOLDEN GATE BRIDGE



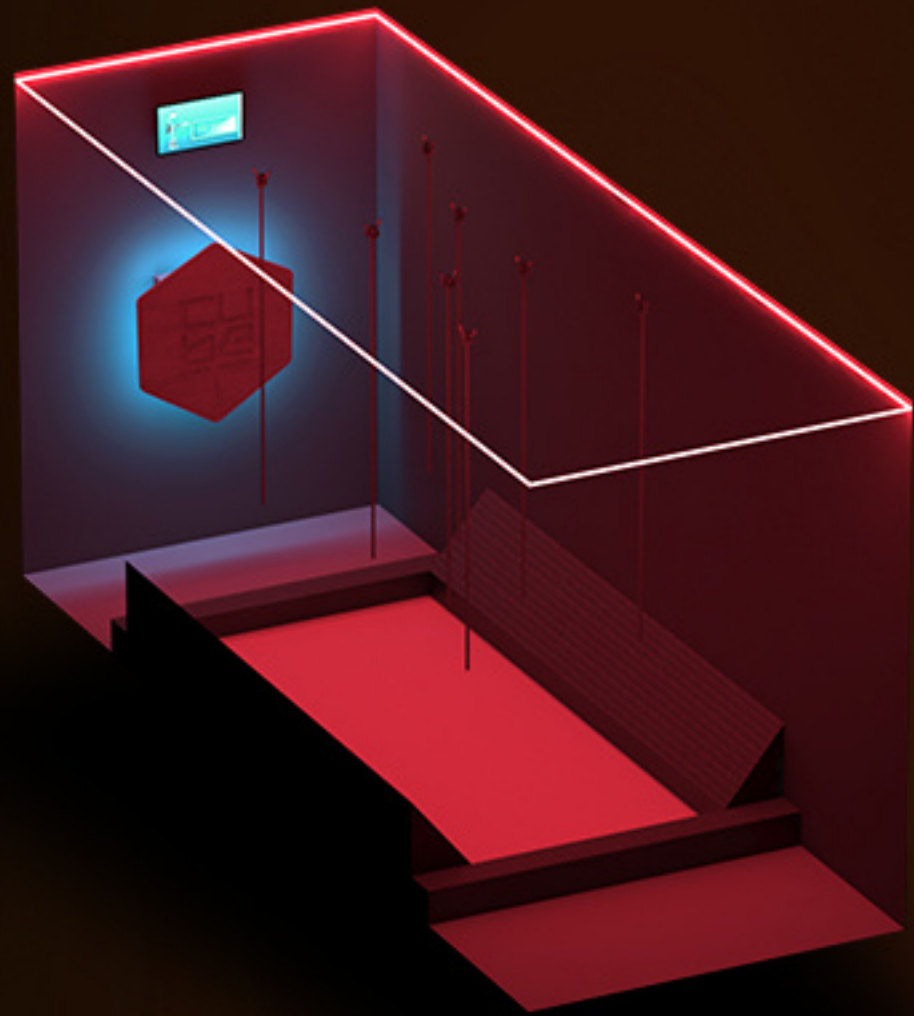
Players should find a way to cross the "golden gate bridge" without touching the red ground.
Team Working and smart thinking will help them pass this challenge and drive them to their final destination before the time expires.

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
15m²



#GHALLENGEROOMS

FLOOR IS LAVA



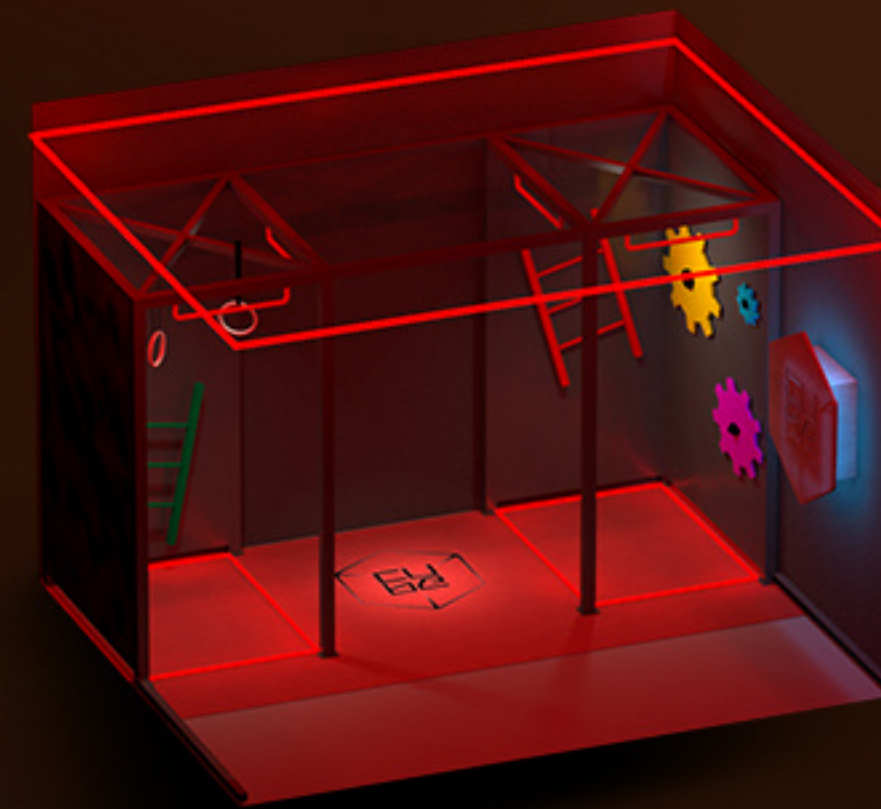
Players should stay off the floor by standing on the items inside the room when they hear the emergency sound. Connecting the tubes on the screen will help them quench the fire and survive from the hot lava as the temperature rises when the time goes down.

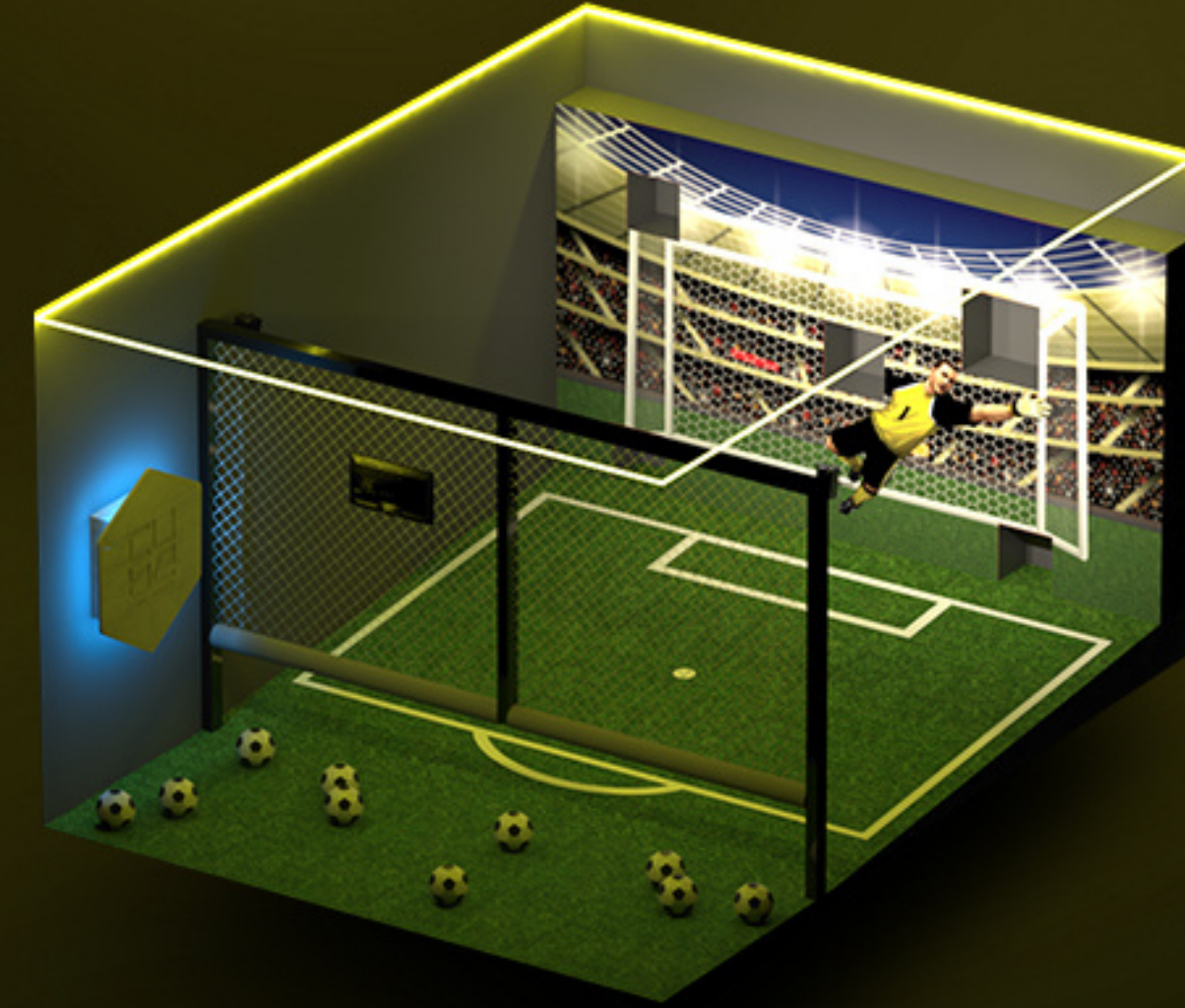
PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
14m²





#GHALLENGEROOMS
SPINNING



Spinning is undoubtedly the most impressive Cube challenge. Teamwork is crucial in order to beat this challenge. Two players must use the bikes and start "spinning" as fast as they can in order to power the guns for the other players to use them, shoot the targets and gather as many points as possible. Stop wishing... start "spinning".

PHYSICAL 

BRAIN 

SKILLS 

 Suggested space:
40m²

#GHALLENGEROOMS
SUBBUTEO



Players have to score as many goals as they can against the time.

Will they beat the goalkeeper & win the challenge?

PHYSICAL 

BRAIN 

SKILLS 

 Suggested space:
30m²

#GHALLENGEROOMS

BUZZER BEATER



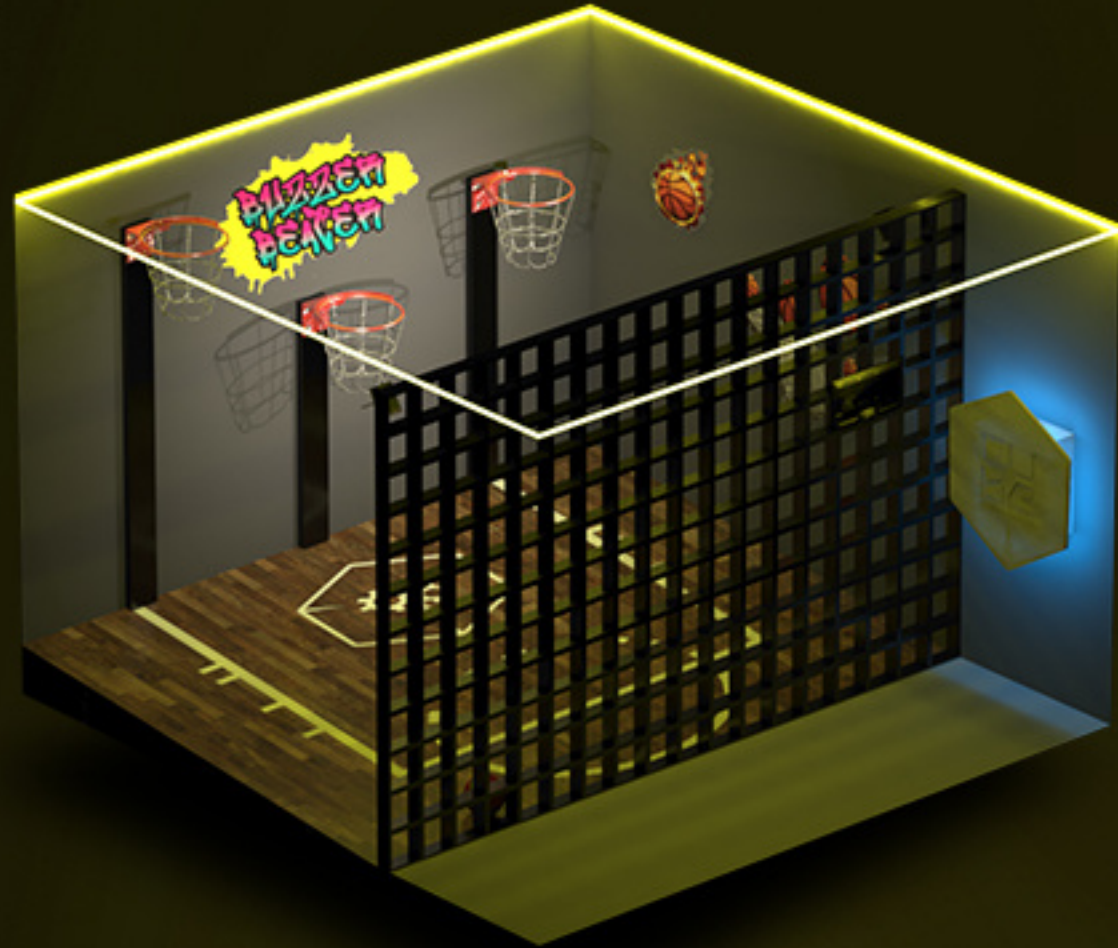
It's time to prove that your team has the best basketball shooters. Players should score as many baskets as they can before the "buzzer beater"!

PHYSICAL

BRAIN

SKILLS

Required height: **3m**
Suggested space: **20m²**



#GHALLENGEROOMS

COMET FORCES



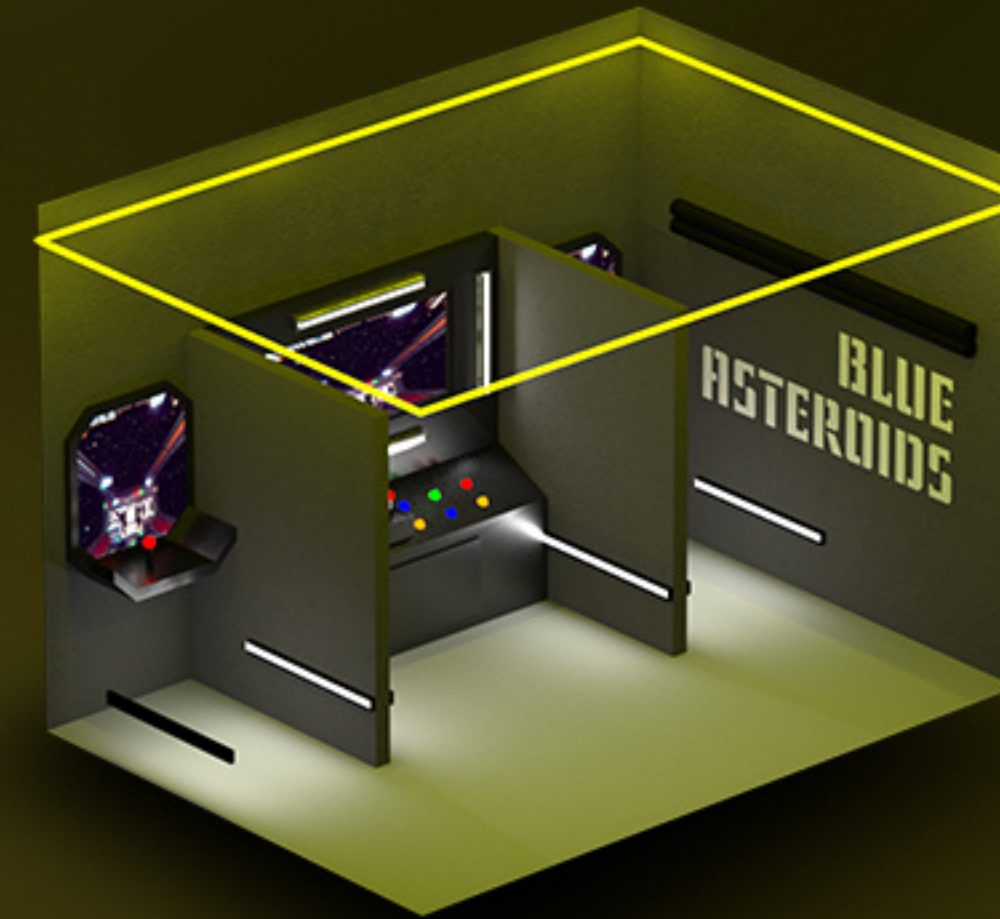
"Comet forces" challenge is a real simulation of a spacecraft. Players are taking position inside and they should cooperate and focus in order to destroy the asteroids which come against them. Their time is restricted. Will they survive this space battle?

PHYSICAL

BRAIN

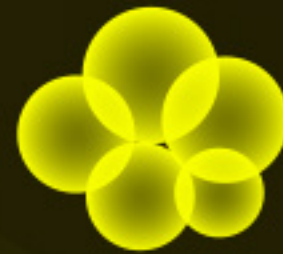
SKILLS

Suggested space: **15m²**



#GHALLENGEROOMS

BUBBLE TROUBLE



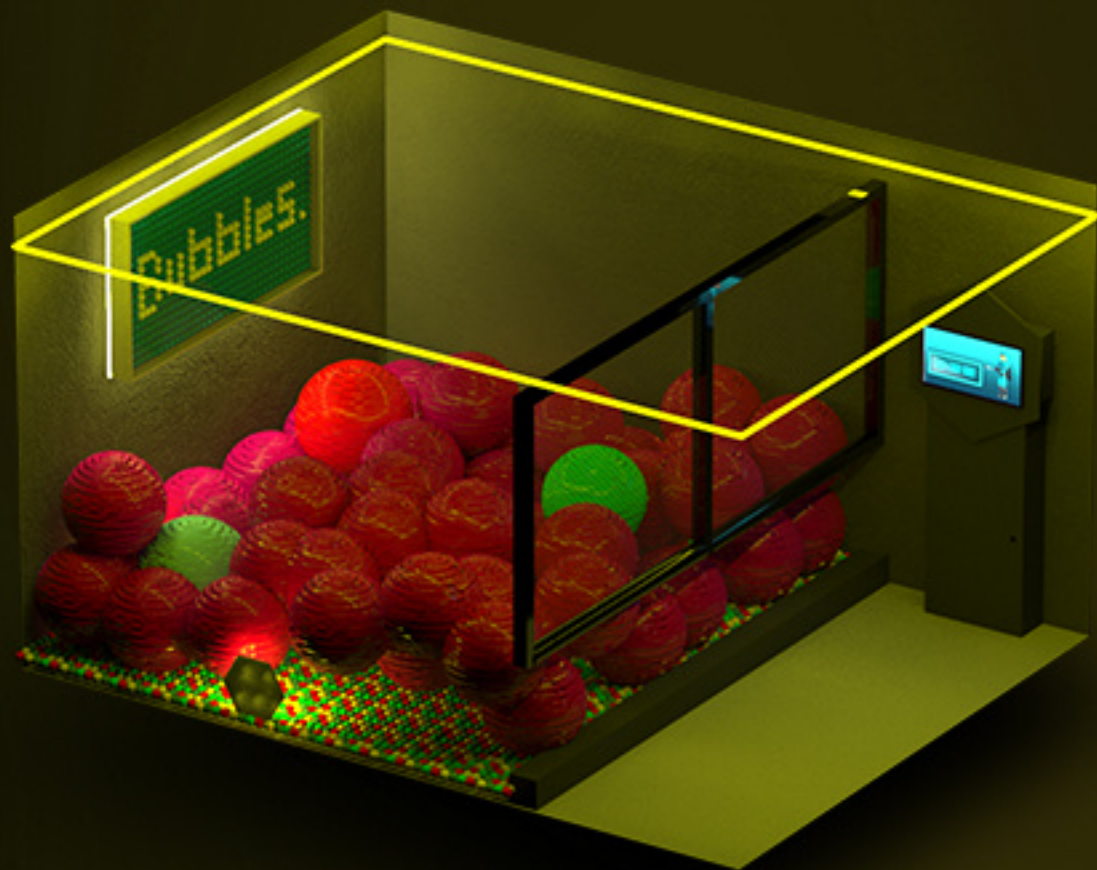
Definitely one of the most entertaining Cube challenges. Players should dive inside a pool full of pilates balls and find the buttons inside. After they find them, they have to press them all and escape from the pool before the time expires.

PHYSICAL

BRAIN

SKILLS

Suggested space: **25m²**



#GHALLENGEROOMS

LIGHTS ON



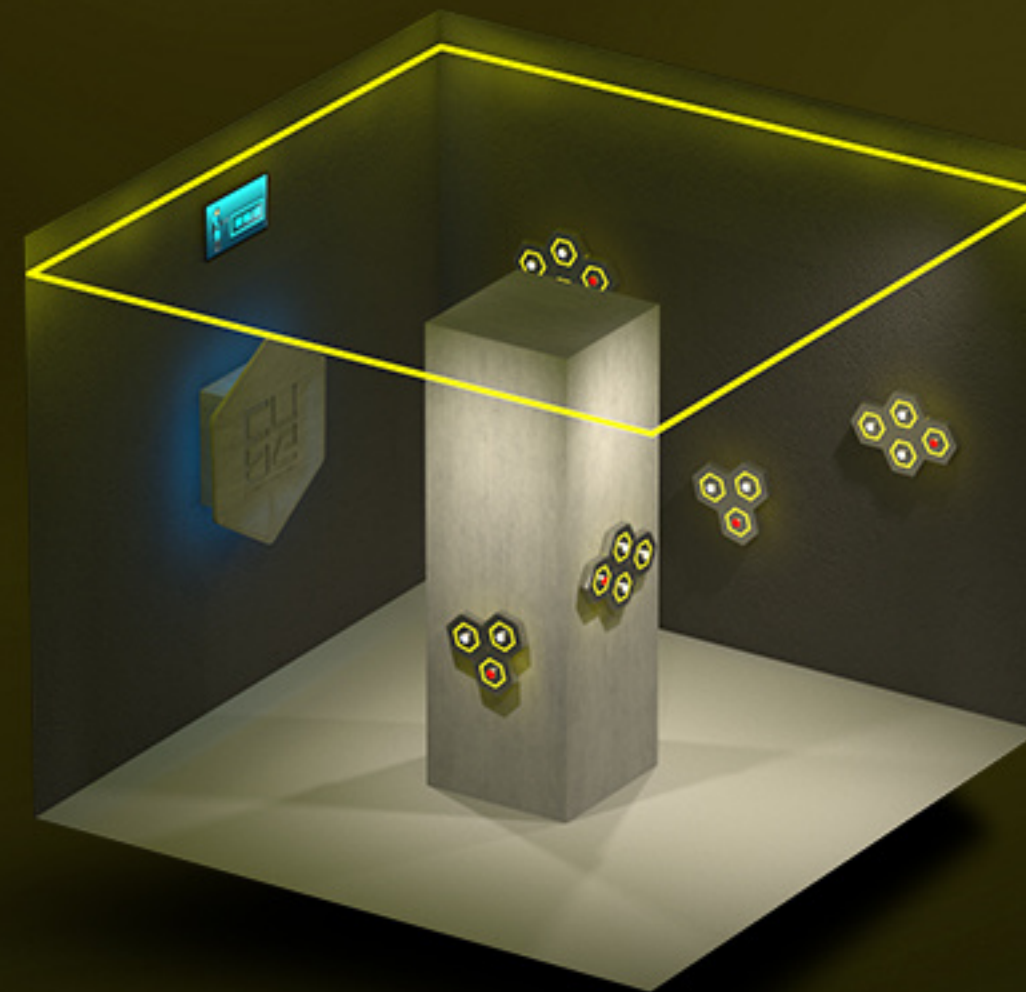
When the players close the door behind, the time starts counting down and the "lights go on". Players should perceive which button light is on and quickly press it. This challenge is high on players preferences and they characterize it as one of the best CUBE challenges.

PHYSICAL

BRAIN

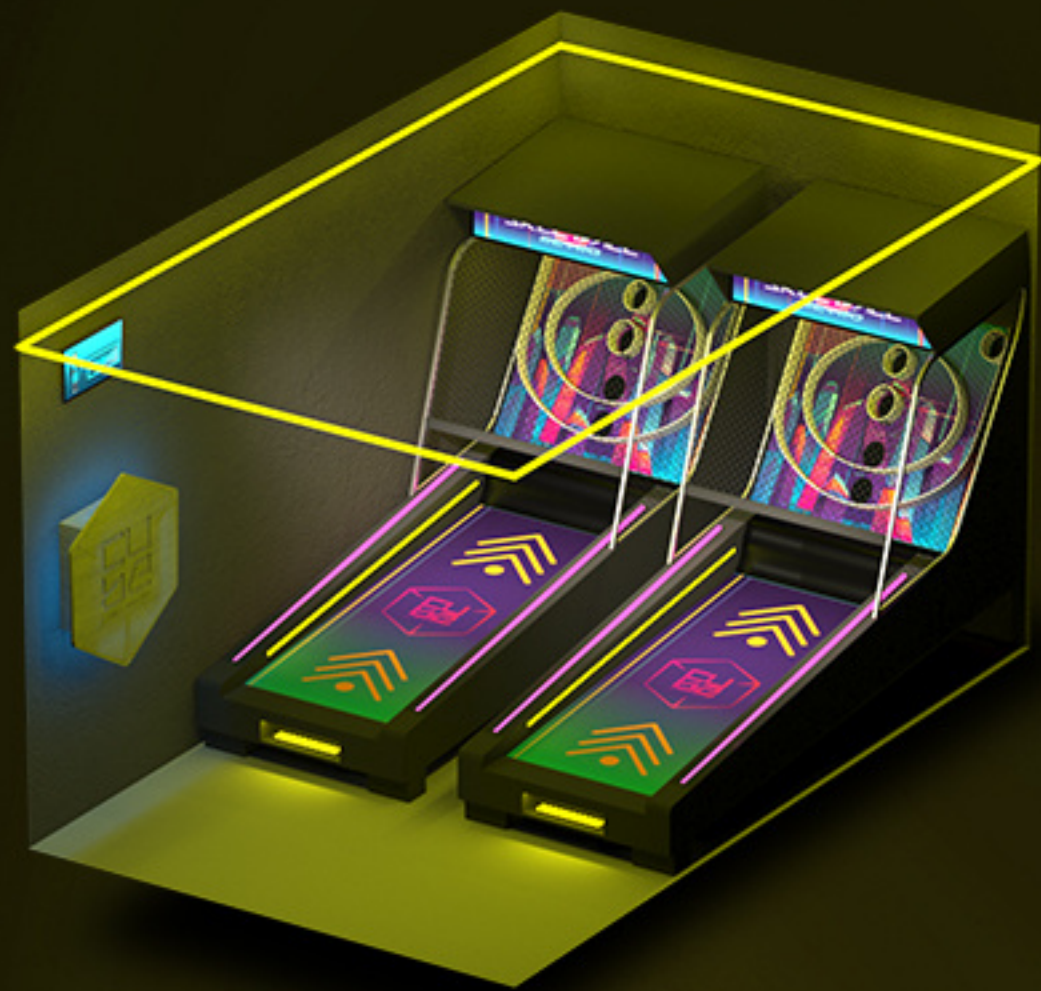
SKILLS

Suggested space: **15m²**



#GHALLENGEROOMS

SKE BALL



Players must roll the balls in the inclined lane and throw them inside the holes in the rings which have progressively increasing point values, having the time as their only enemy.

PHYSICAL 

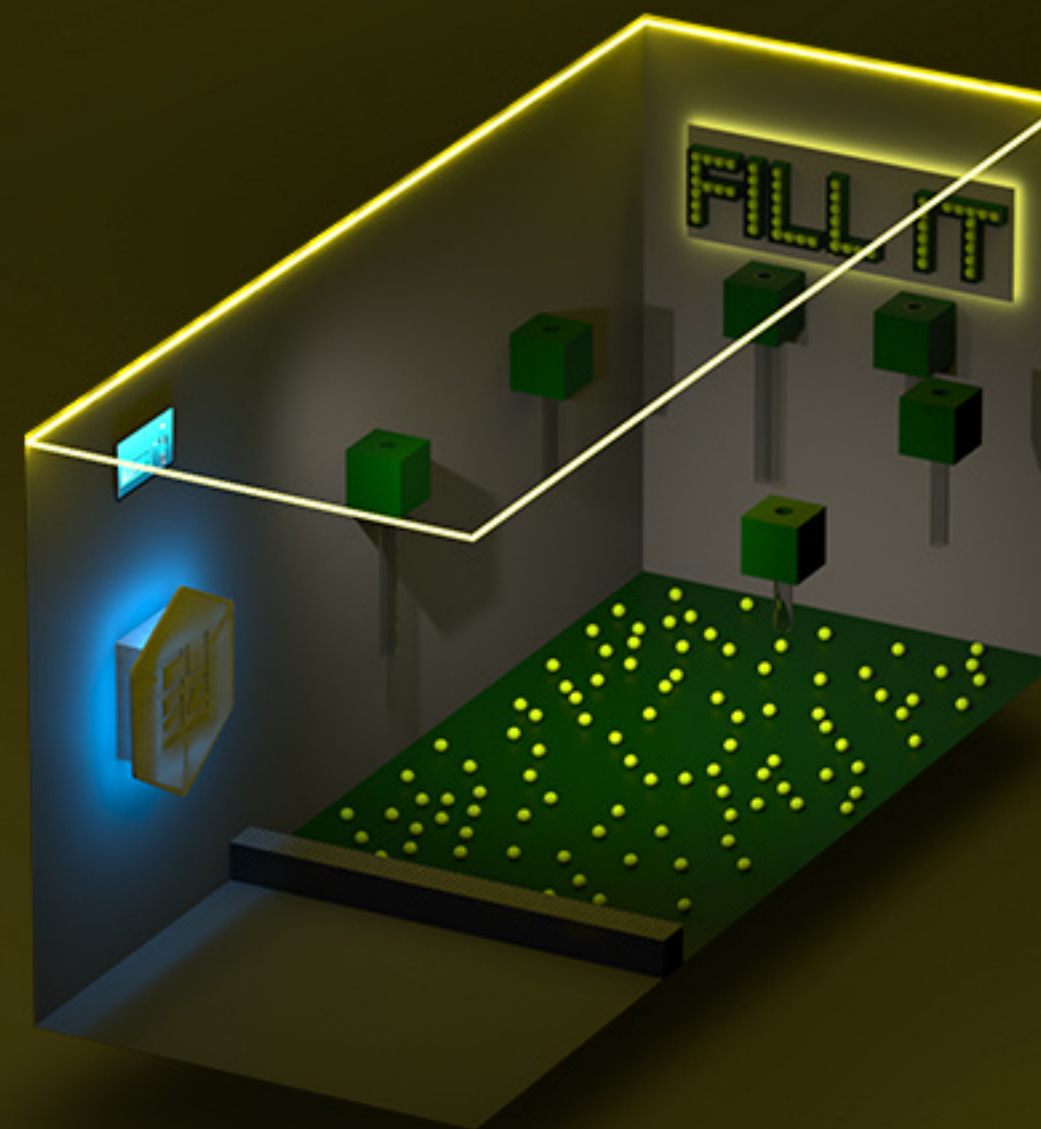
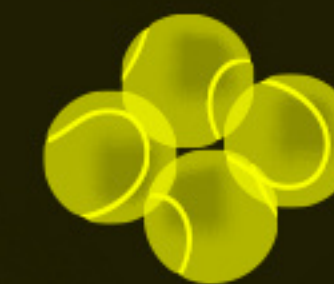
BRAIN 

SKILLS 

Suggested space:
15m²

#GHALLENGEROOMS

FILL IT



The ground is full of tennis balls. Players should cooperate and gather the balls from the ground, fill them inside the slots from the top of the boxes and keep them inside until the green light will turned on. The boxes are six and the time is limited. Will they achieve to pass this challenge?

PHYSICAL 

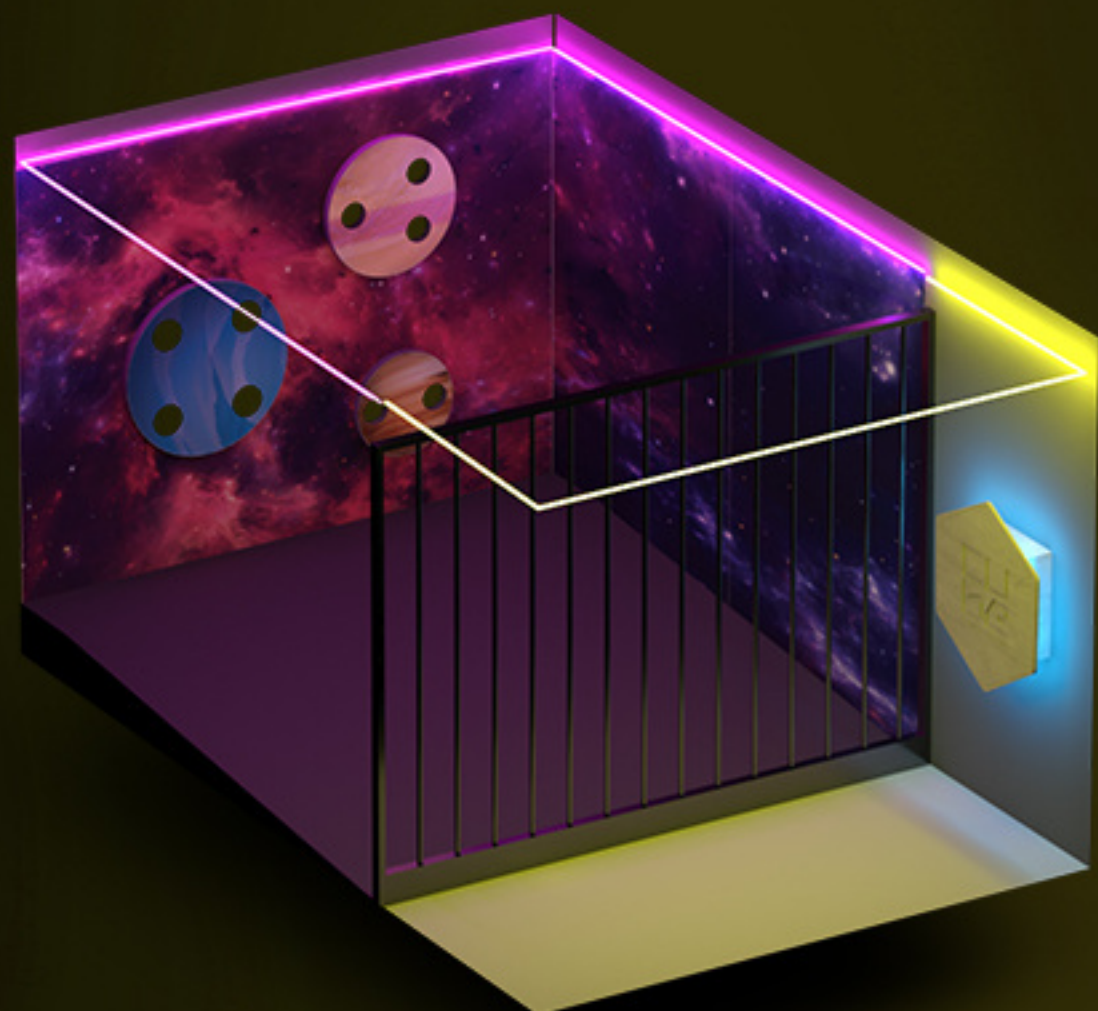
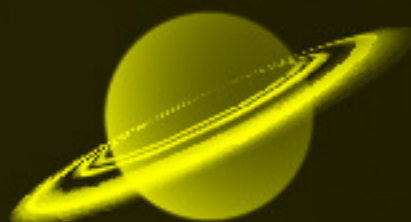
BRAIN 

SKILLS 

Suggested space:
20m²

#GHALLENGEROOMS

TARGET 8



In this challenge, accuracy wins!

Players should focus on the rotating targets and put as more balls as they can inside them, having time as their main opponent.

PHYSICAL 

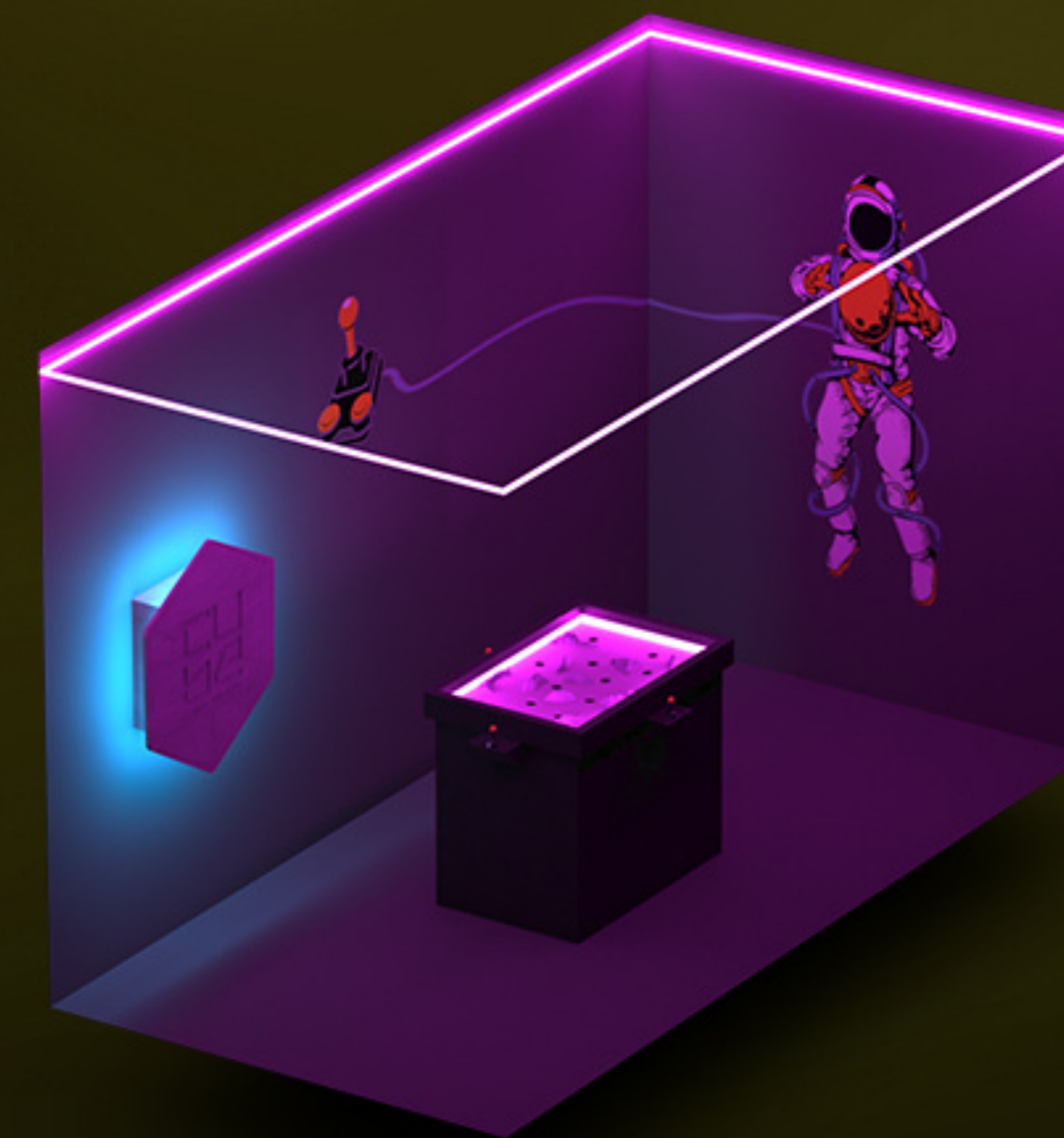
BRAIN 

SKILLS 

Suggested space:
20m²

#GHALLENGEROOMS

CRYSTAL MAZE



Crystal Maze is a challenging four player tabletop maze. The goal of the game is to try to tilt the play field to guide the ball in to the green hole at the end, without letting it fall into any of the black holes.

PHYSICAL 

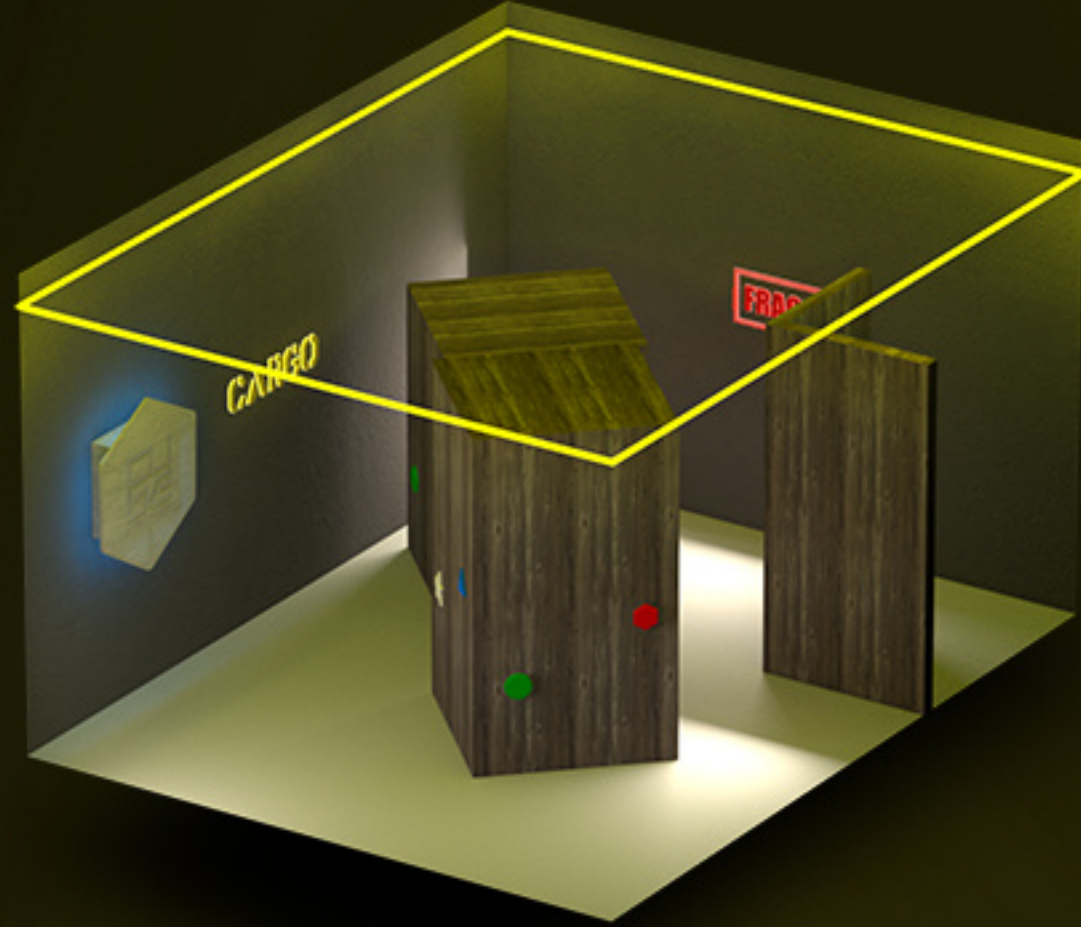
BRAIN 

SKILLS 

Suggested space:
15m²

#GHALLENGEROOMS

CARGO



Perception, speed, communication & teamwork characterize this challenge as one of the most impressive.

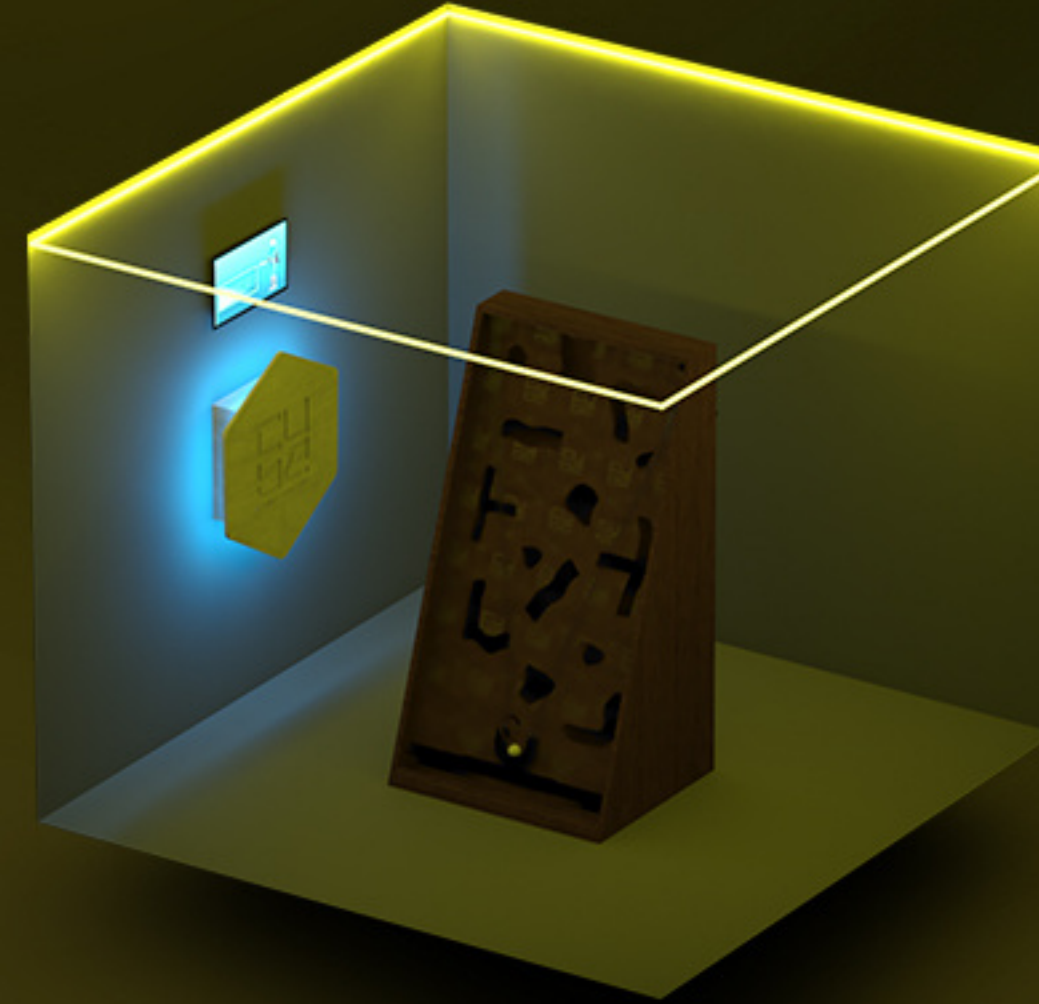
One part of the group should be behind the screen looking the shapes & guide the other part to push the correct shape buttons on the cargo boxes as soon as possible.



Suggested space:
25m²

#GHALLENGEROOMS

BLACK HOLES



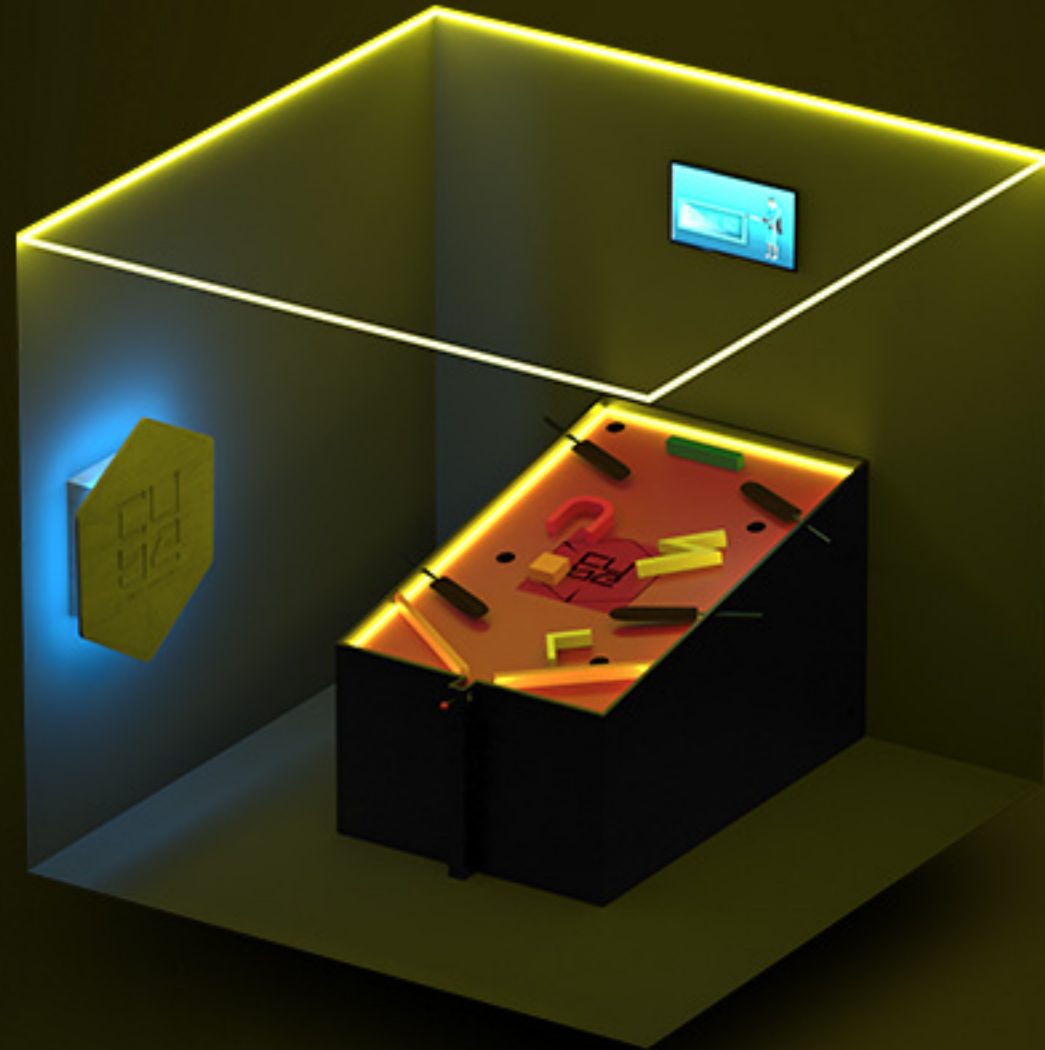
This challenge will test the team's spirit. Inside the room there is a big board. One part of the team will sit in front of the board & the other part should go behind and catch the two ropes on the top. The players in front should guide the players behind to drive the ball using the ropes without seeing anything in order to put the ball to the green hole and get all the points. Attention! If they throw the ball inside the black holes they lose and they have to try again from the beginning.



Suggested space:
12m²

#GHALLENGEROOMS

PIN BALL WIZARD



"Pinball Wizard" is commonly known as flipper game. The primary objective that players have on this challenge is to score as many points as possible by putting the ball inside the holes of the table.

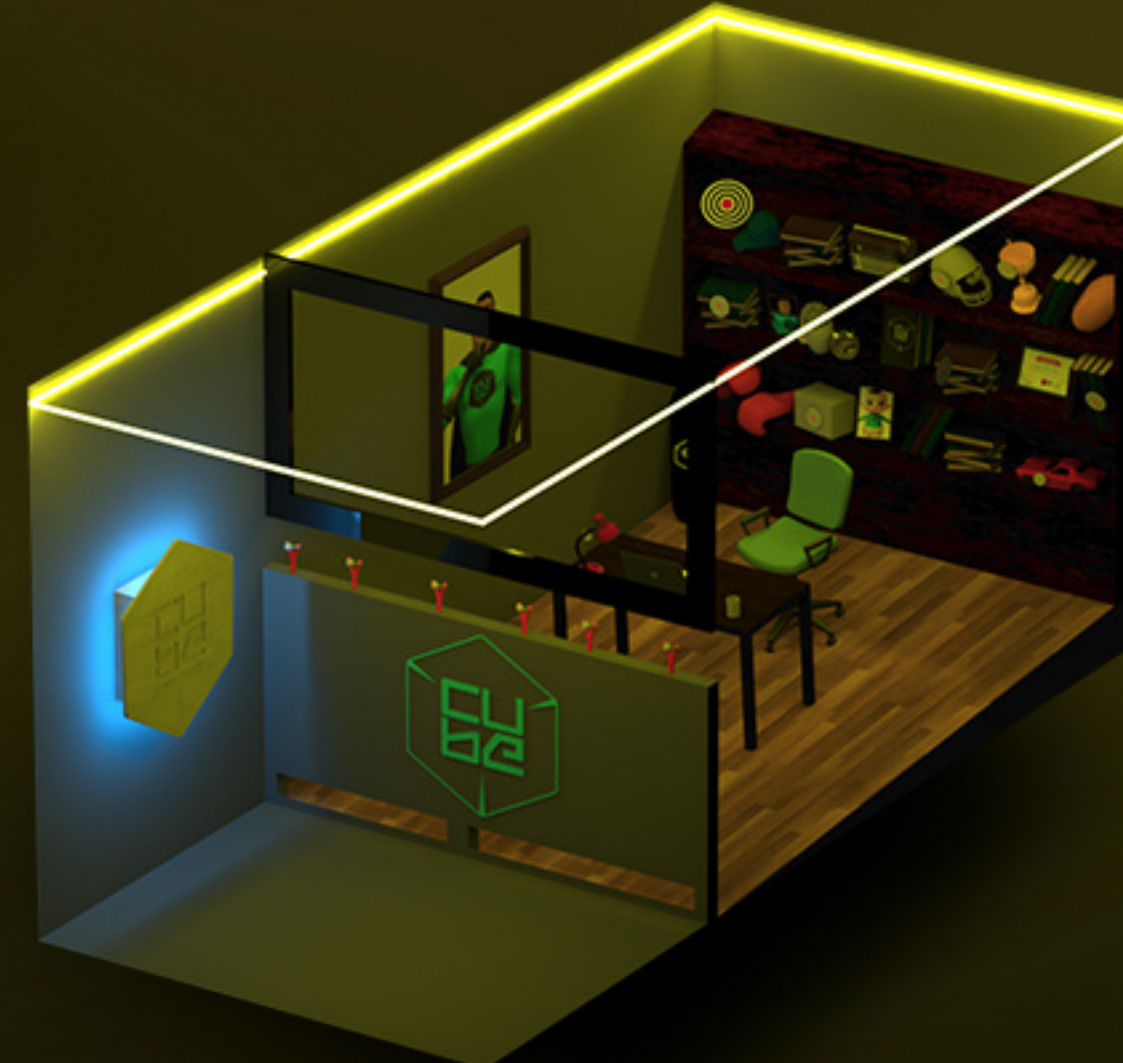
The more hard is the hole that they put the ball inside, the more points they gather.



Suggested space:
12m²

#GHALLENGEROOMS

SLINGSHOT MADNESS

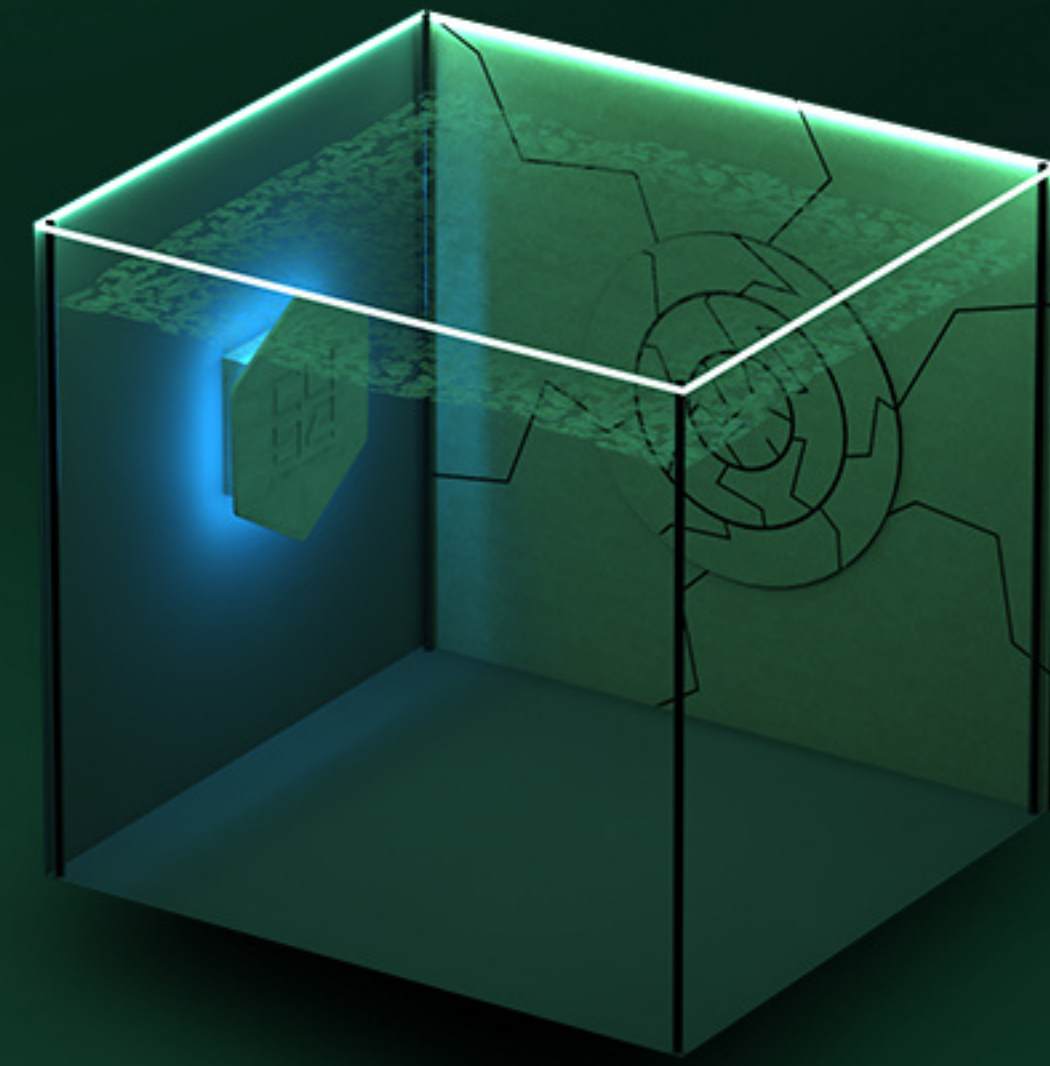


Welcome to Cubio's room! Spot the targets between his favorite belongings, Aim and shot from your slings at the archery targets and collect as many points as you can.

Slingshoters are you ready?



Suggested space:
12m²



#GHALLENGEROOMS
THE TEMPLE



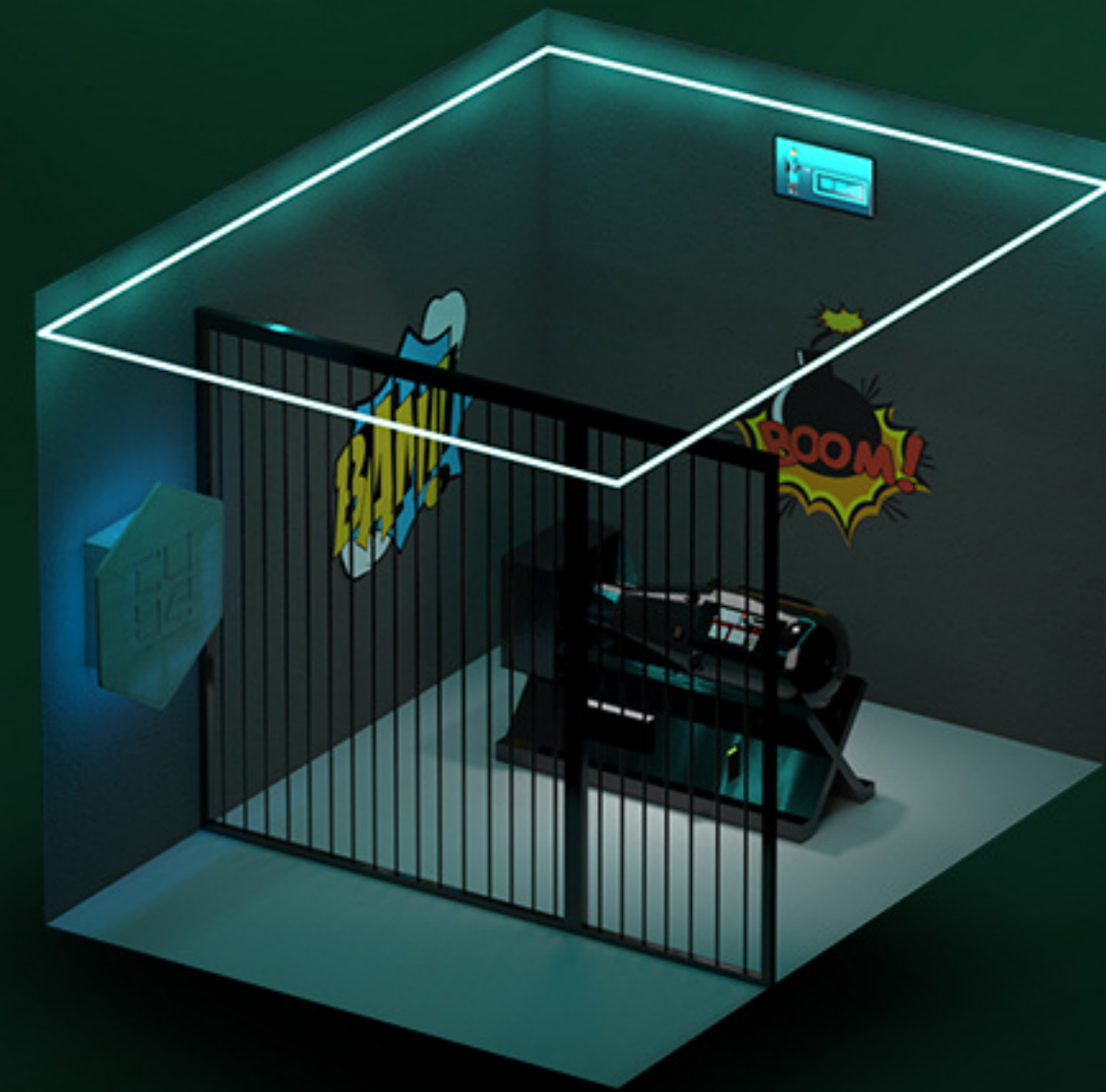
In this challenge players will feel the real pressure inside the «temple» ! Except the time pressure, the ceiling is going down, the team has to cooperate fast and align the discs in the correct position in order to stop the ceiling and avoid getting trapped inside the «temple».

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
15m²



#GHALLENGEROOMS
BEAT THE BOMB



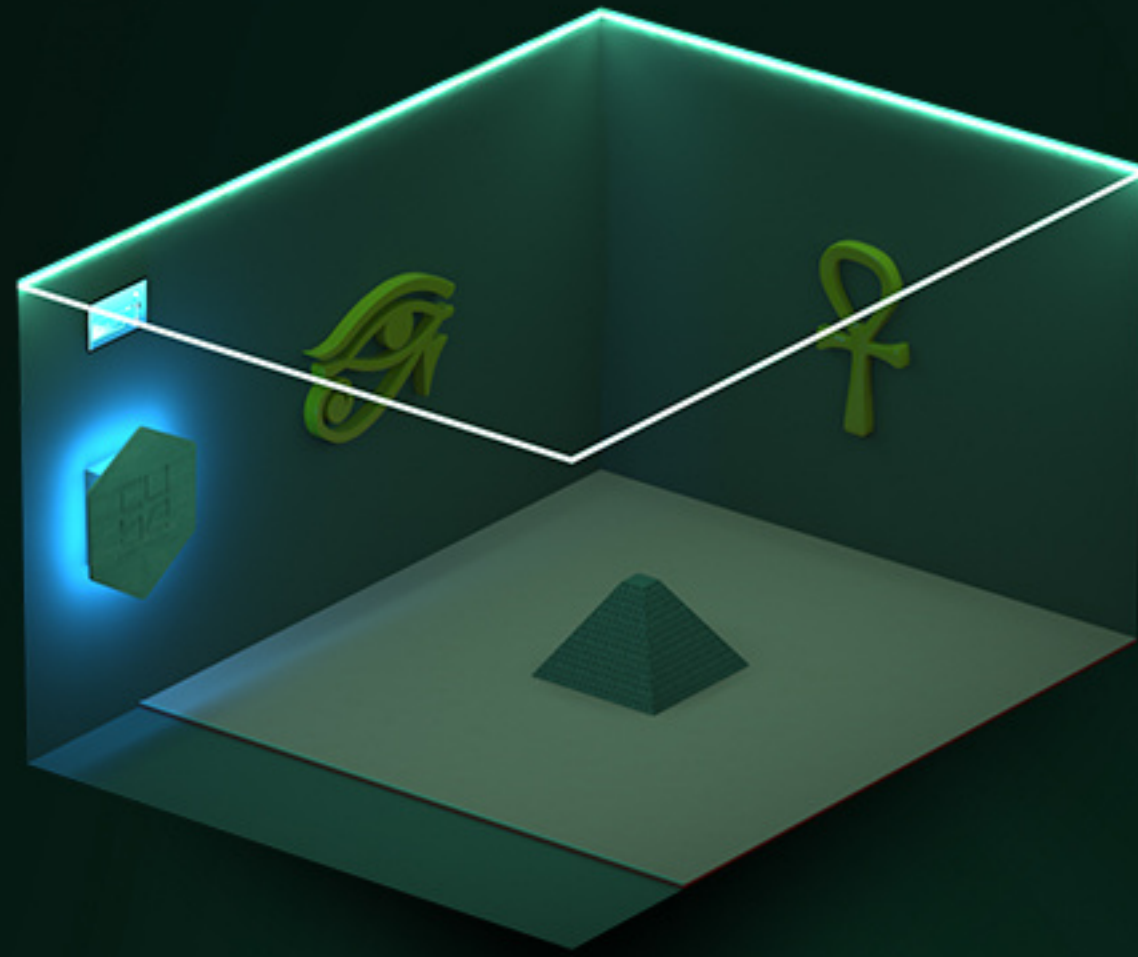
Attention!
 At the first stage of the room, the players must find a way to open the cell door & get in touch with the bomb. After that, they should cooperate by deciphering the information found in the bomb defusal manual on the screen and defuse the bomb. As their time becomes shorter, pressure rises! Will they achieve to beat this challenge?

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
18m²



#GHALLENGEROOMS

PYRAMID OF GIZA



One of the most special brain challenges. Time is not the only enemy that players have to face! They also have to cooperate and find a way to beat gravity. Standing all the players over the pyramid for 30 seconds without touching the ground will be a great solution for this challenge for sure.

PHYSICAL 

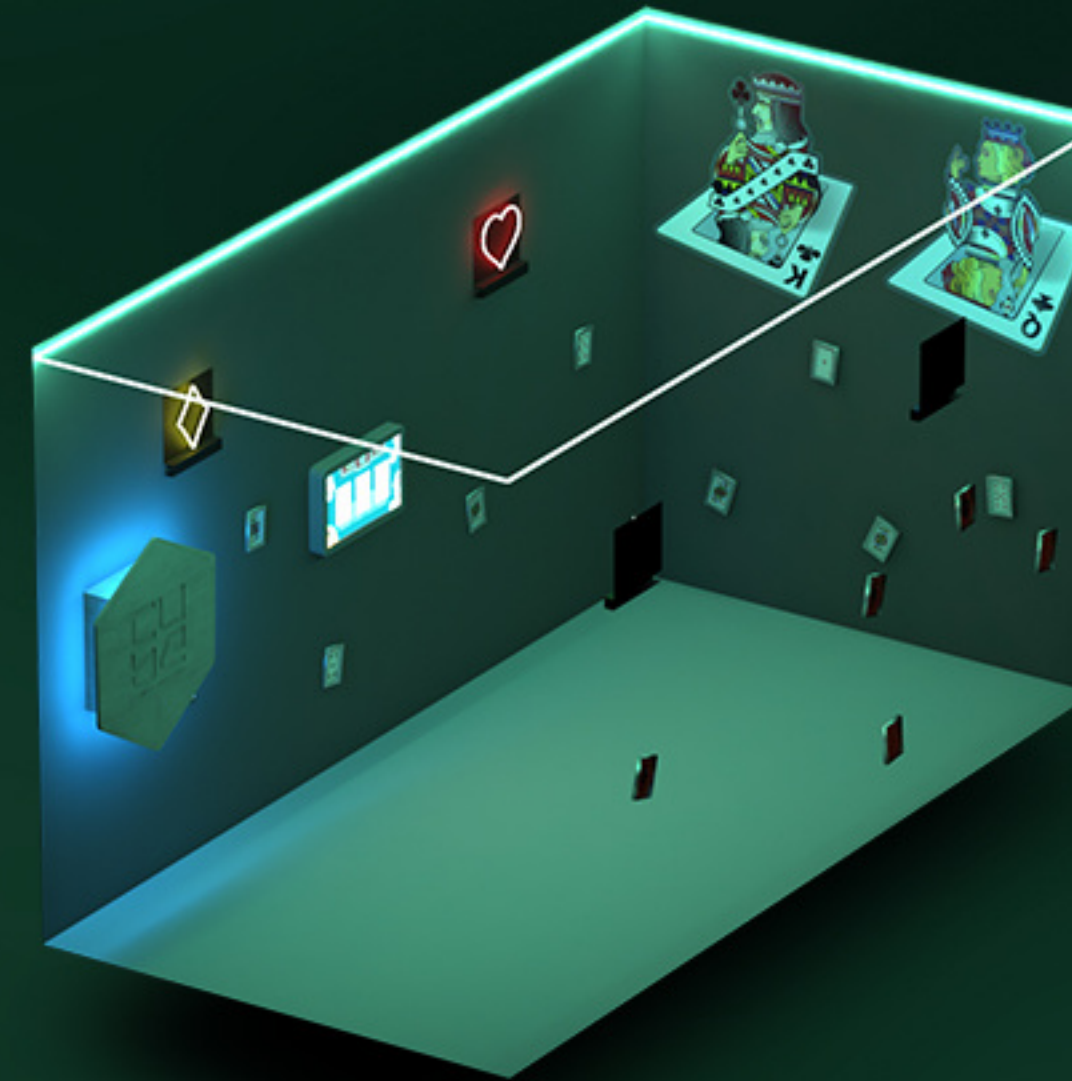
BRAIN 

SKILLS 

 Suggested space:
15m²

#GHALLENGEROOMS

ALL IN



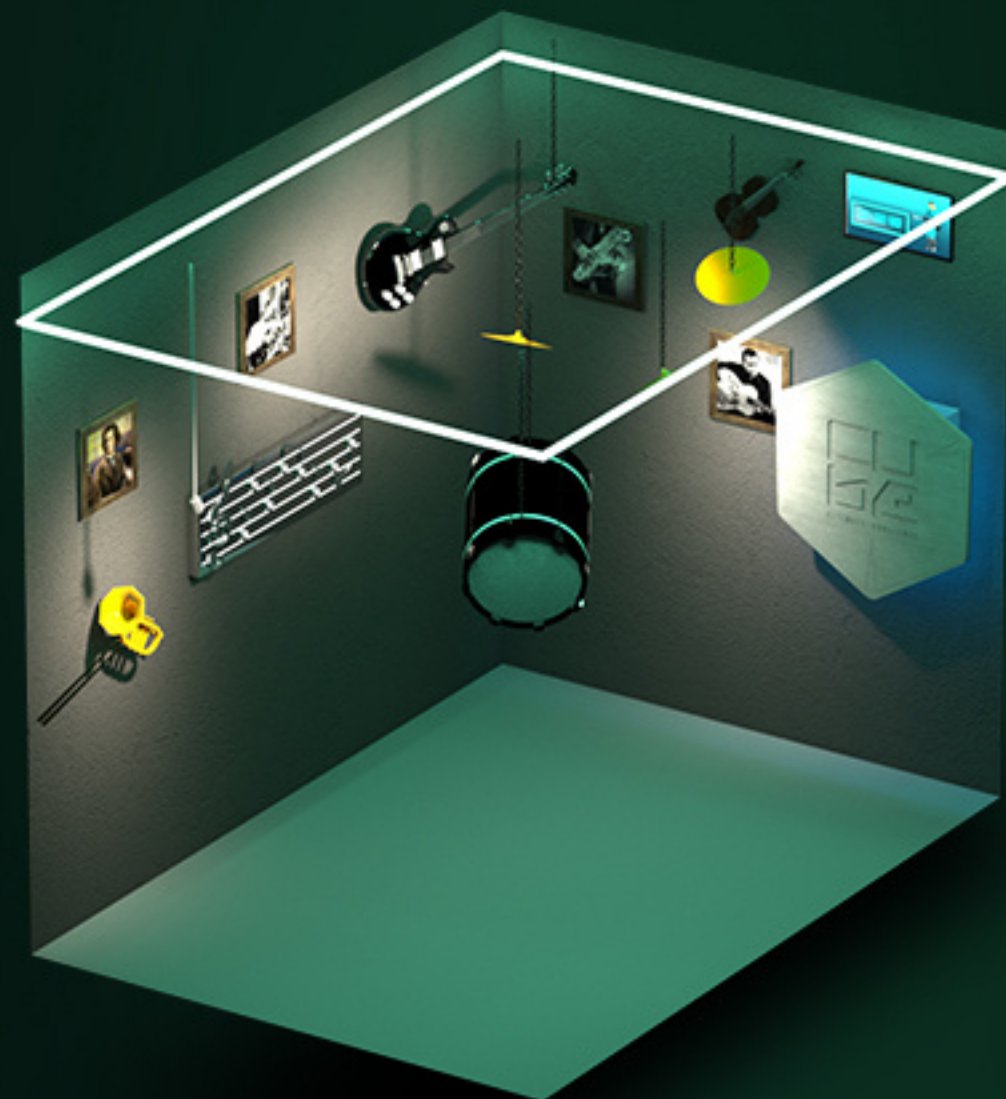
The walls inside the room are full of card buttons. Players should focus on the screen and see which card is displayed. After that, they have to be quick, to find the correct card in the wall and press it. The winner takes it all...

PHYSICAL 

BRAIN 

SKILLS 

 Suggested space:
12m²



#GHALLENGEROOMS

CLEF DE SOL



Music is the answer! When players push the play button, a melody starts playing. At the same time, there are piano keys on the walls which will light up, according to the rhythm of the melody. Players should focus and remember the row, in which piano keys will light up in order to press them and play the same melody that they listened to.

PHYSICAL 

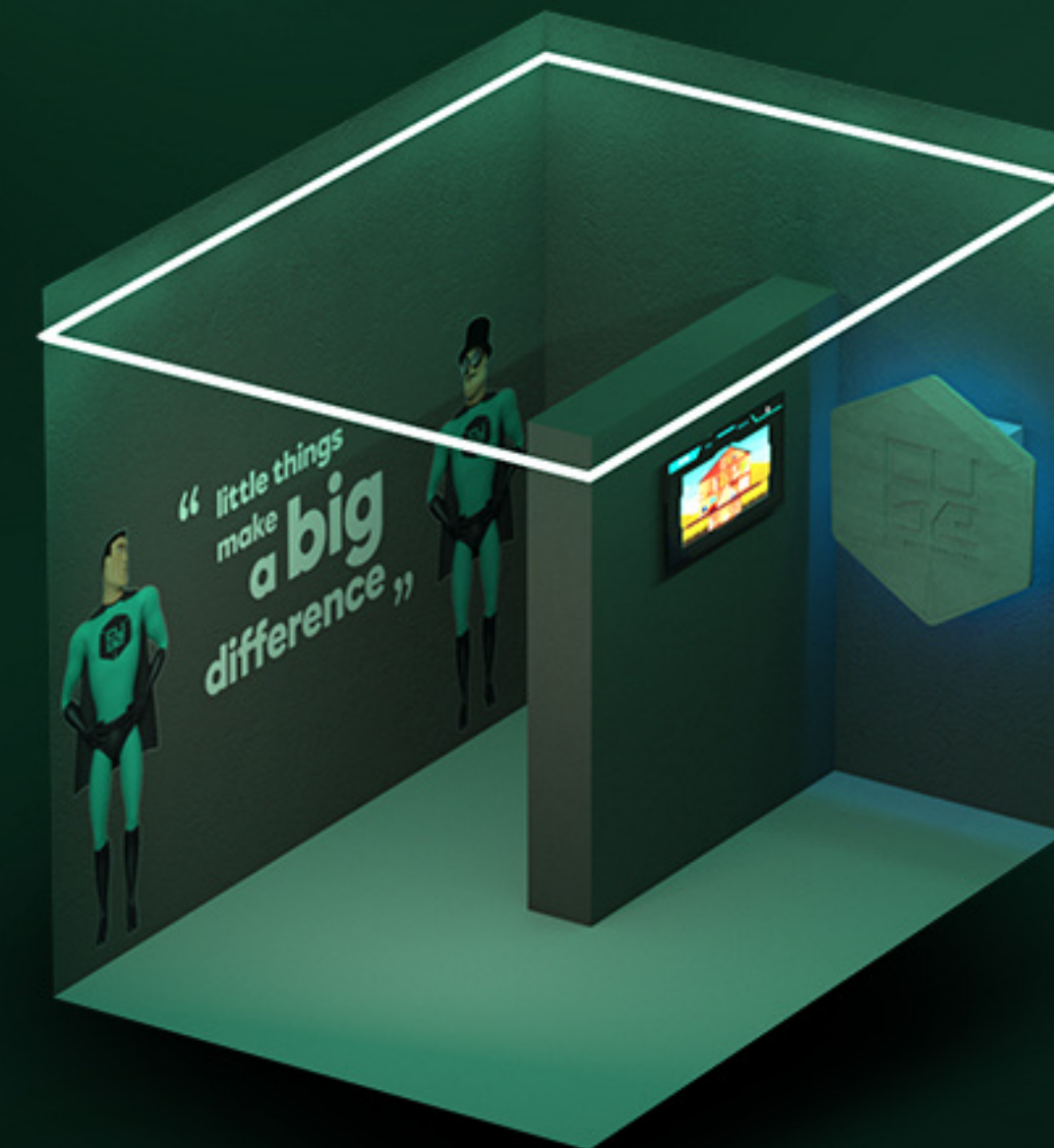
BRAIN 

SKILLS 

 Suggested space:
18m²

#GHALLENGEROOMS

SPOT THE DIFFERENCES



Inside the room there are two screens. Players have to cooperate in order to observe and spot the differences in the screens as the time counts down.

PHYSICAL 

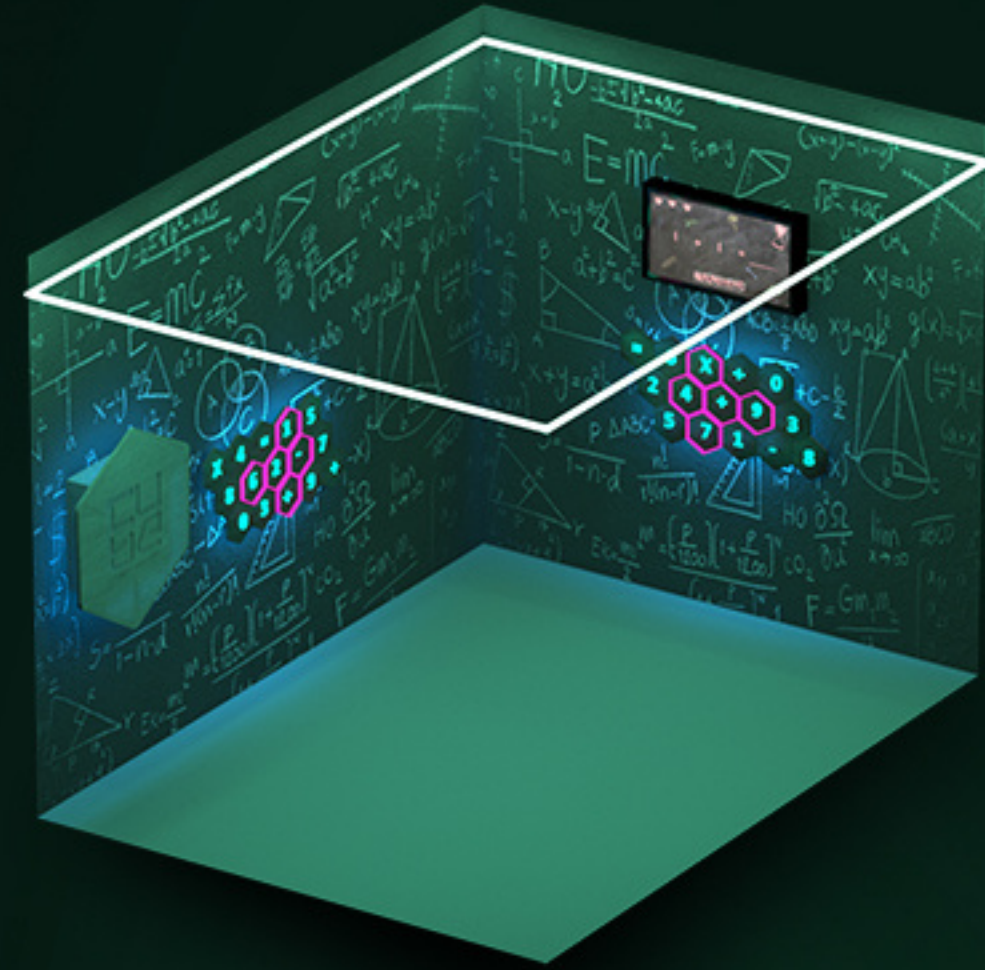
BRAIN 

SKILLS 

 Suggested space:
12m²

#GHALLENGEROOMS

GENIUS



Solve the most difficult arithmetic operations. Players should think smart and act fast in order to prove that their team has the most "Genius" members!

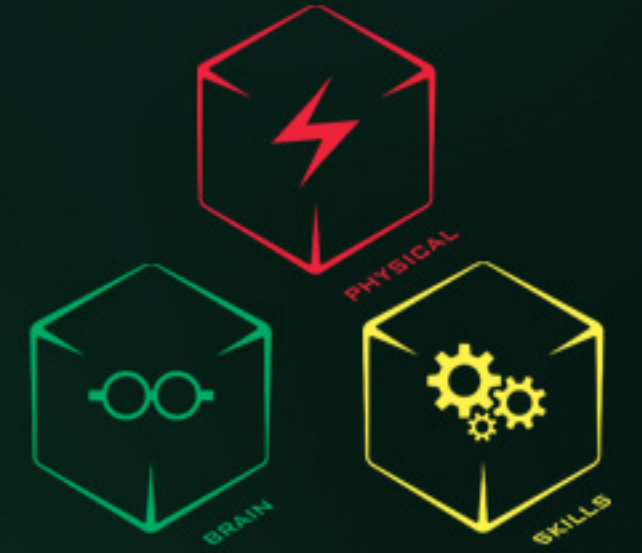
PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
12m²

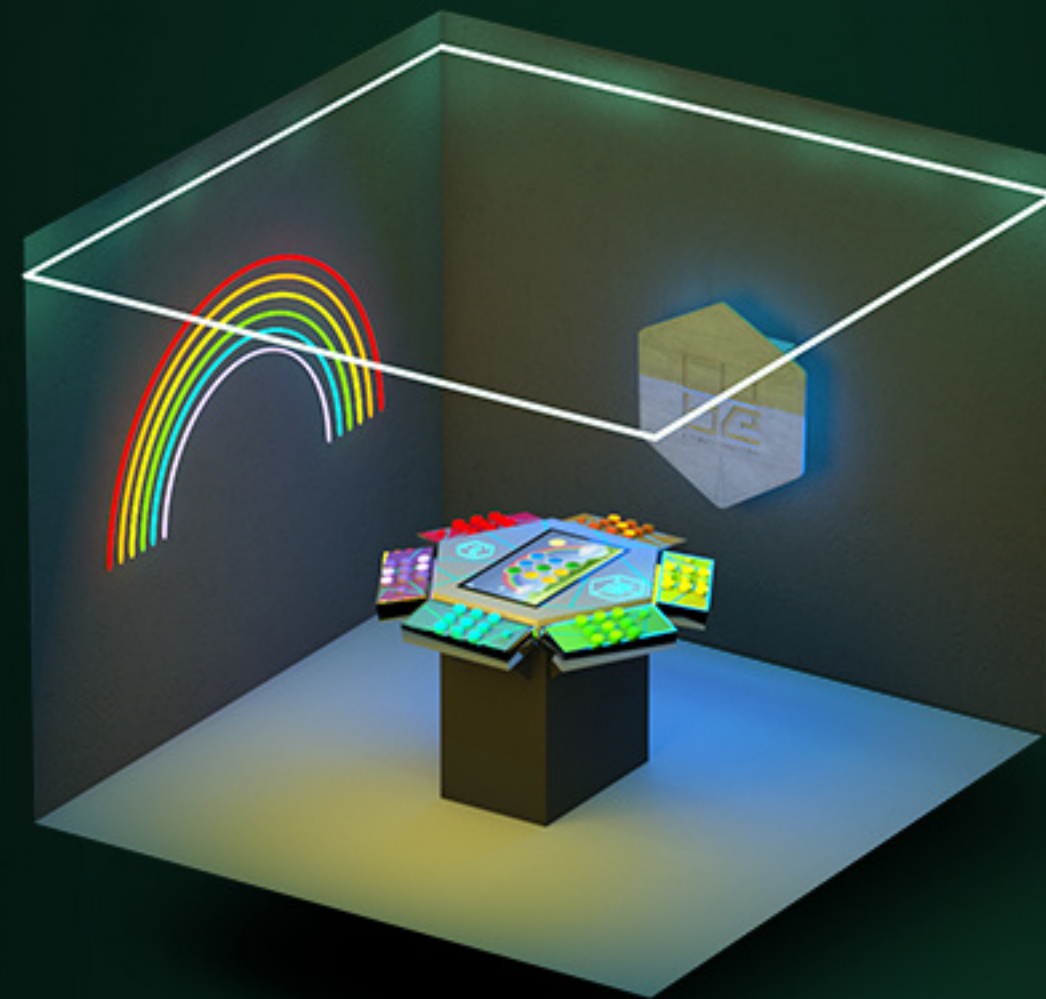
Explore the room for a few seconds before you start playing, so you can understand what exactly it takes to beat the challenge.



#CUBIO
#TipsToWin

#GHALLENGEROOMS

RAINBOW MIND



Rainbow mind is a pattern-breaking game. Players take a seat behind one of the color stations and perceive which button pattern is on the middle screen. Challenge is to push the correct combination of buttons as fast as they can, be unmistakable and get all the points!

PHYSICAL 

BRAIN 

SKILLS 

Suggested space:
14m²

