

RemarkaBall

A MINIGOLF GAME CHANGER

Disclaimer RemarkaBall

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NEW SOCIAL EXPERIENCE

REMARKABALL IS FINALLY HERE, OFFERING YOU THE NEXT EVOLUTION OF MINIGOLF.

First things first: say goodbye to those pesky tiny pencils with paper score forms. A good start, but RemarkaBall is so much more than just **SIMPLIFYING MANUAL SCORE COUNT**.

By injecting a layer of **STATE-OF-THE-ART TECH, SOFTWARE** and **GAMIFICATION**, RemarkaBall aims to **REINVENT** and change the way the minigolf game is played today.



NEW REVENUE OPPORTUNITIES

Minigolf has always been a **STEADY INVESTMENT**, but RemarkaBall will open up **NEW REVENUE POSSIBILITIES** by being appealing to a broader audience.

Besides being perfectly suitable for **KIDS AND FAMILIES** (think family entertainment centers, bungalow parks, indoor playgrounds and campsites), RemarkaBall specifically plays into the growing trend development of **SOCIAL ENTERTAINMENT**.

These are venues supporting a new interpretation of a proven entertainment formula, fusing lifestyle, best-in-class food & beverage and **ACTIVE SOCIAL EXPERIENCES**, primarily aimed at **YOUNG ADULTS** (think (sports)-bars, restaurants, hotels and bowling alleys).

In this mixed-use setting, RemarkaBall is the answer to create some fun **GROWN-UP 'COMPETITIVE SOCIALIZING'**.



WE RAISE THE STAKES BY THROWING OUT THE OLD RULES AND CREATING OUR OWN.

Players need to bring their **A-GAME** as RemarkaBall will bring **UNIQUE GAMEPLAY CHALLENGES** combining, among others:

- **TIME BATTLES**
- **POINTS MULTIPLIERS**
- **PHYSICAL CHALLENGES**
- **QUESTIONNAIRES**
- **TIMED SHOTS**

MAZE RUNNER



ADVANCED TECHNOLOGY

Keeping track of points on paper is history. Upon arrival, one player receives a RFID-tag to **KEEP TRACK OF ALL YOUR POINTS.**

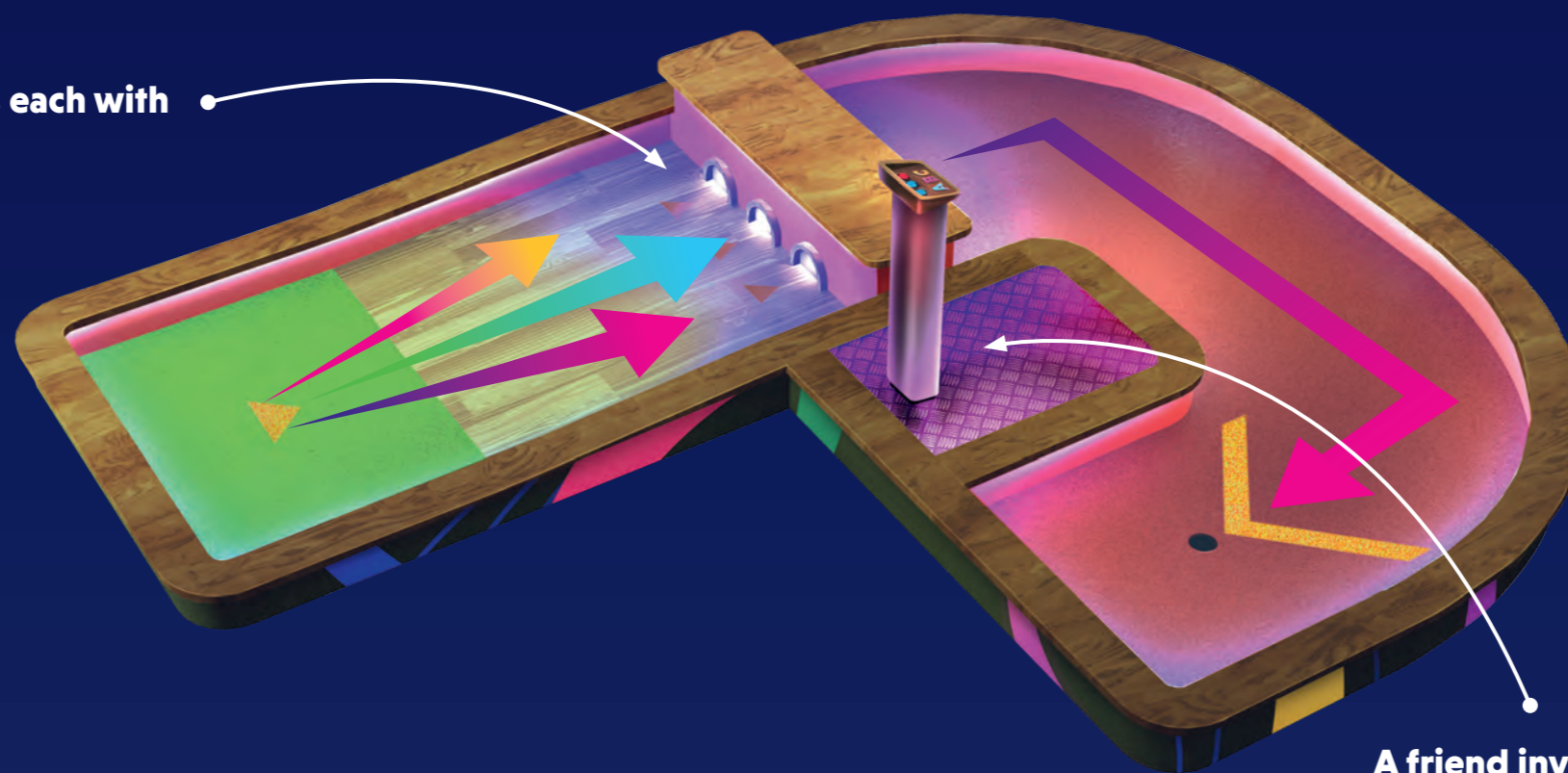


WAITING ON YOUR TURN CAN BE BORING, WE DESIGNED COURSES THAT REQUIRE THE INVOLVEMENT OF YOUR FELLOW PLAYERS.

This **CO-OPERATIVE GAMEPLAY** enhances the group dynamic and creates a more fun experience all together.

SABOTAGE

Player chooses one hole, each with different bonus points



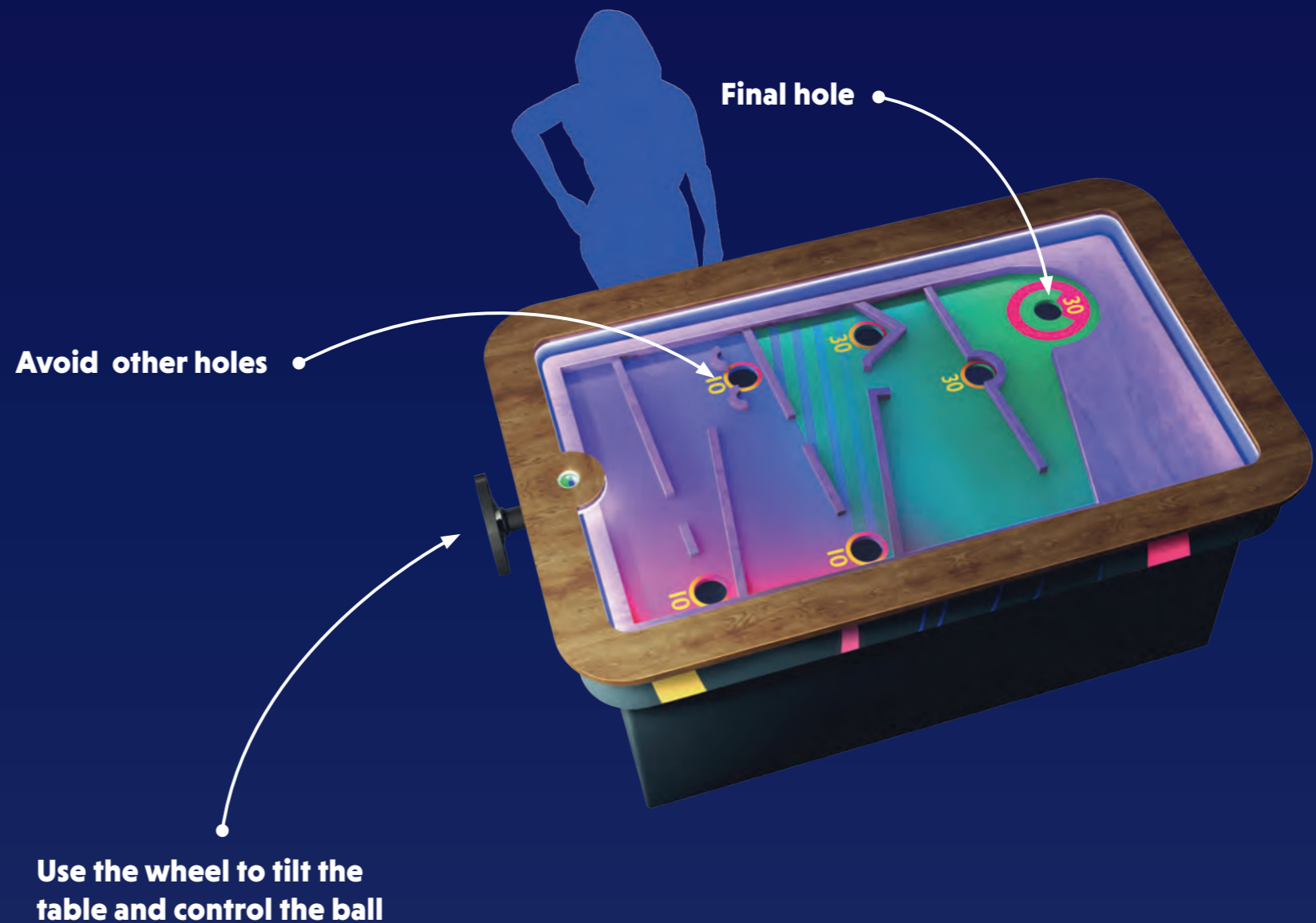
A friend invisibly sabotages one of the holes:
no points are scored if the player chooses that one



CREATE A COMPETITIVE EDGE

By changing minigolf gameplay, playing RemarkaBall goes far beyond relying on your putting skills, it will **IMMERSE YOUR PLAYERS** in a social game of trust, luck, speed, physics, wits and sheer unpredictability. RemarkaBall is truly the next evolution of minigolf.

TILT TABLE

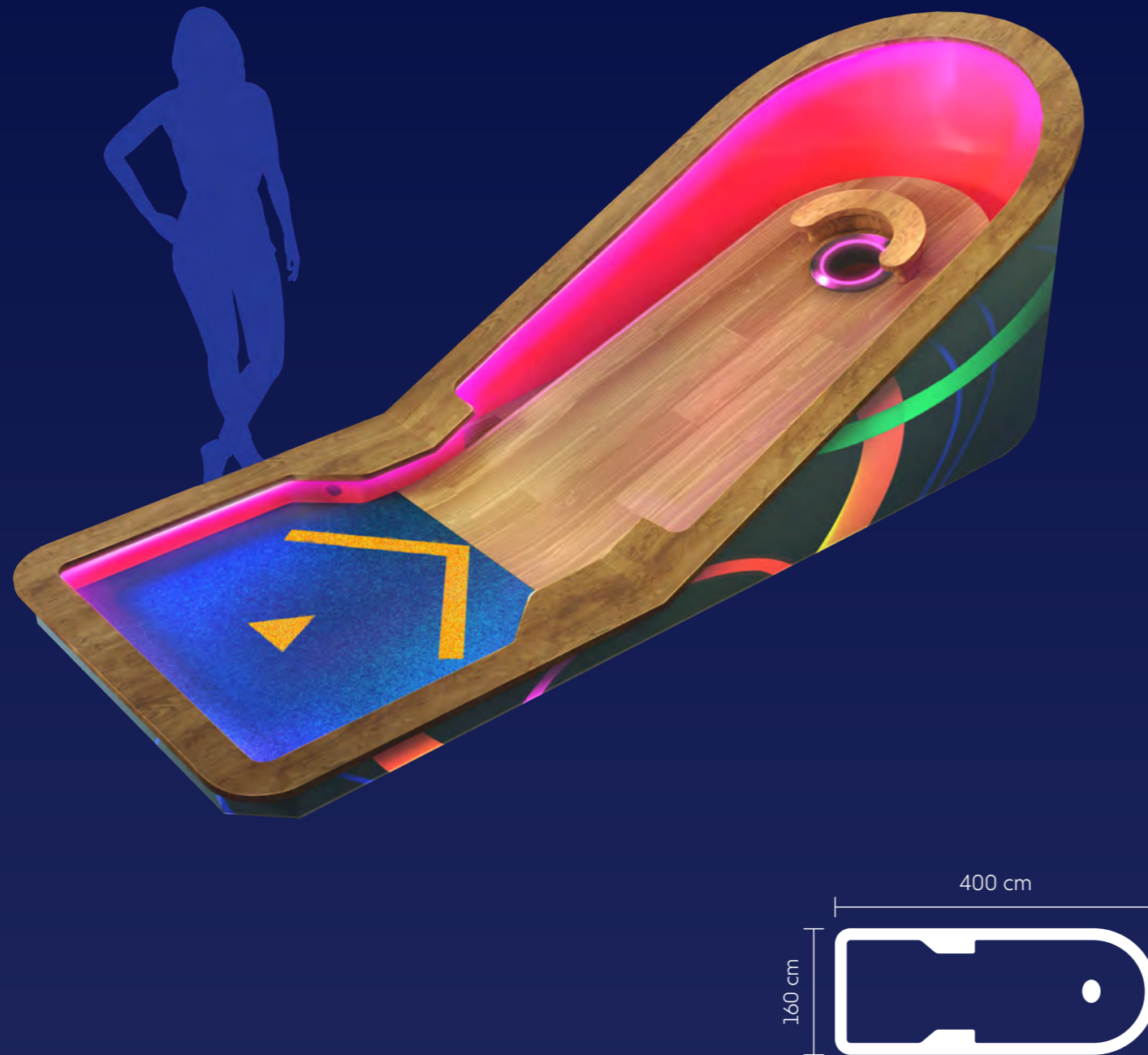


THE GUEST JOURNEY



A | SPEED

SCORE AS MANY HOLES AS POSSIBLE IN 40 SECONDS



Get ready for some multi-ball, high speed action!

For this game, you can use as many balls as you like at the same time!

After starting the countdown, try and score as many points as possible within 40 seconds...

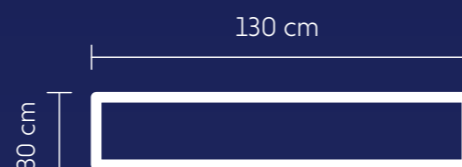
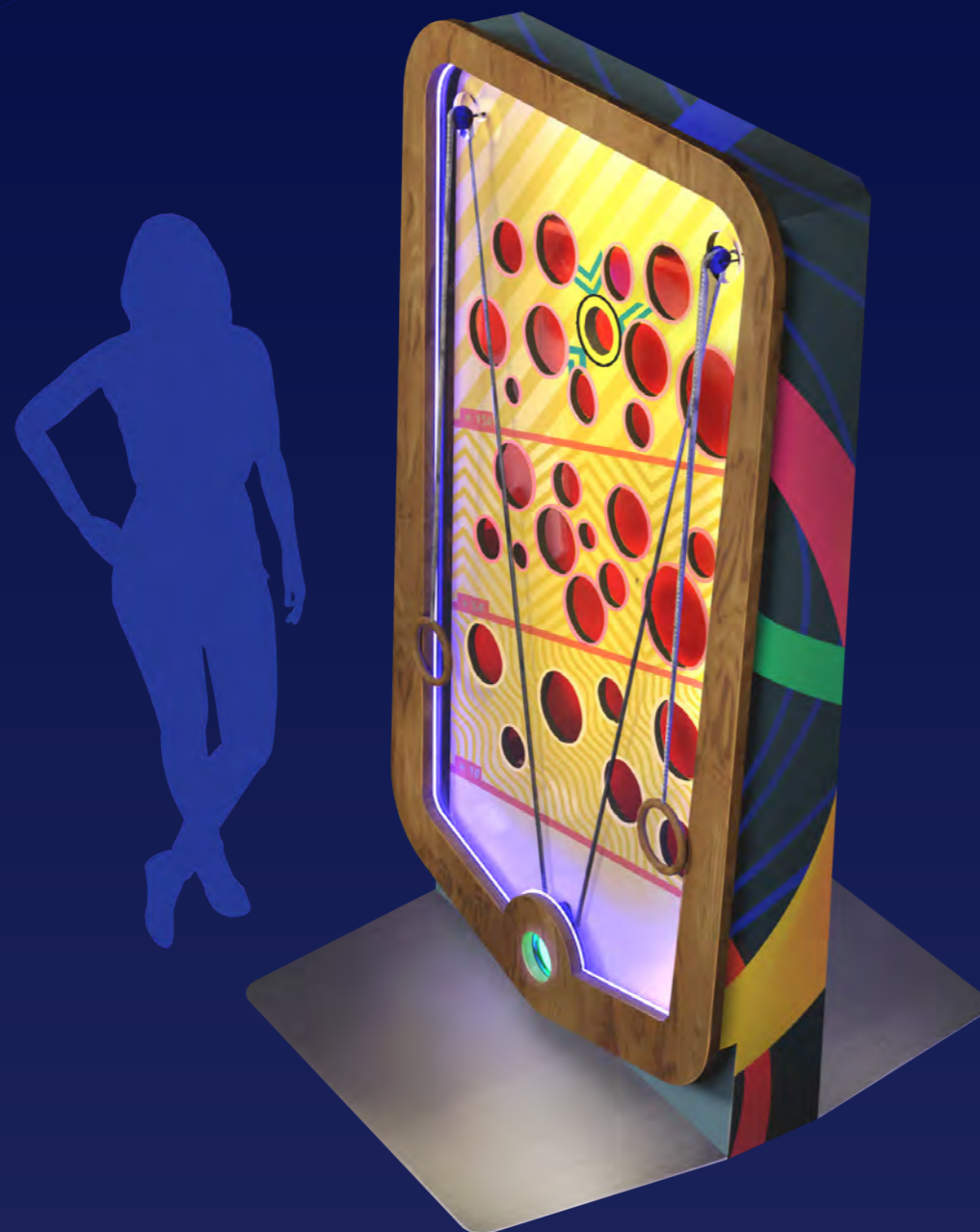
You can start a winning streak by scoring multiple holes in a row, each new hole in one scores more points. However, playing into the gutter breaks your winning streak, and resets your score to 10 points per hole.

At the end of the 40 seconds, the system will automatically calculate your total score.



B | MAZE RUNNER

AVOID THE PITFALLS WHILE YOU RACE TO THE TOP



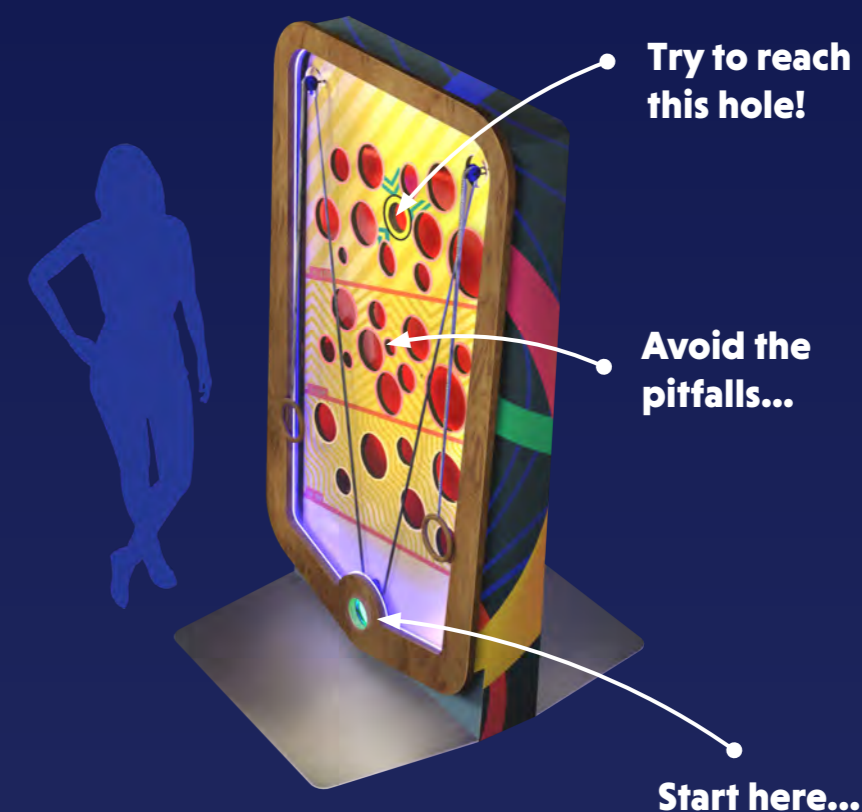
Put your coordination and speed to the test, in this stick-less maze!

Insert your ball at the bottom, start the timer, and pull on the cables to move the ball past the pitfalls to the hole at the top.

You have 40 seconds to score as many points as possible. Each time your ball falls into one of the pitfalls, it rolls back and you can try again, and again until your time runs out.

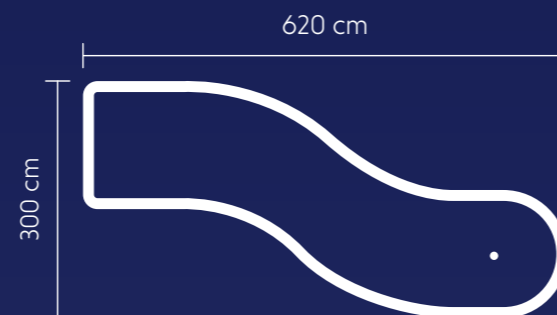
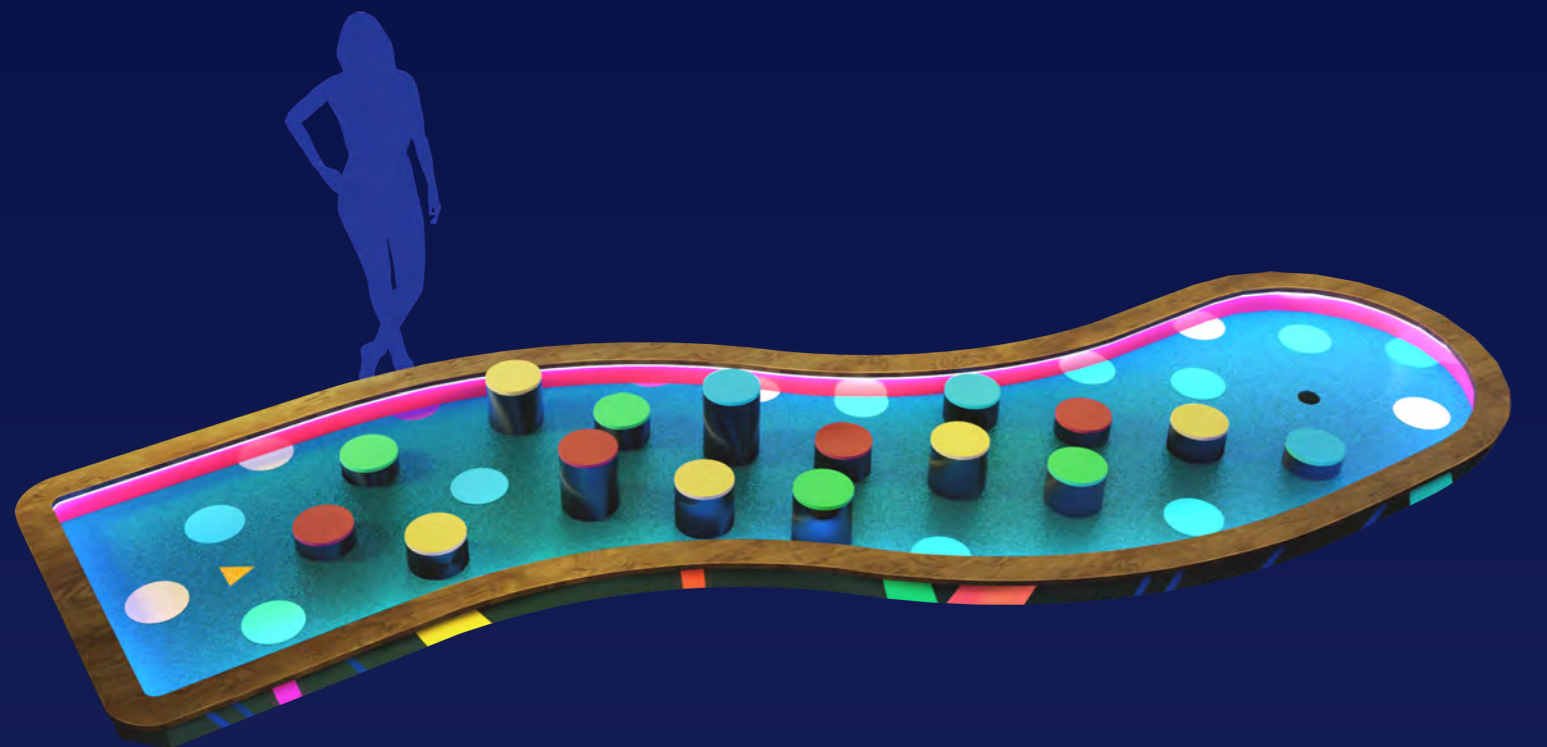
The pitfalls are divided in three stages: the higher you end up, the more points you score, with the final hole scoring the most points by far.

The system will automatically calculate your final score, no matter how many times you tried.



C | TWISTER

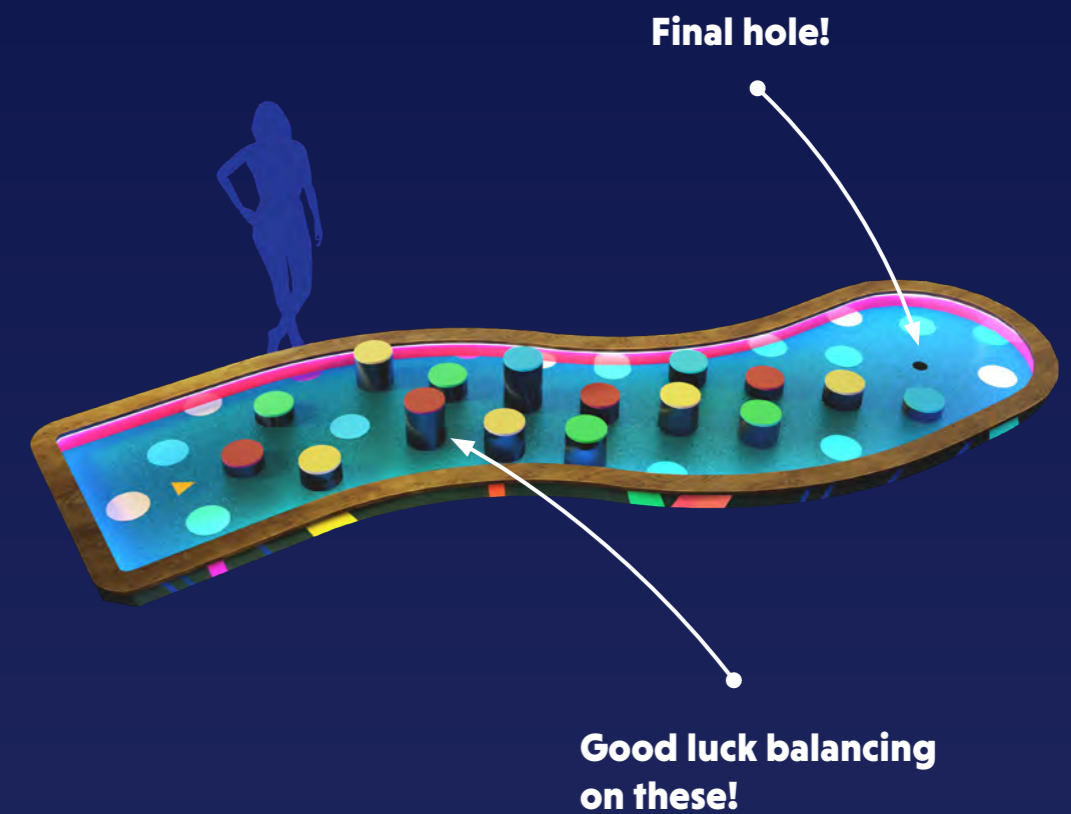
ARE YOU FLEXIBLE ENOUGH TO PLAY?



Challenge your friends to play golf and twister at the same time!

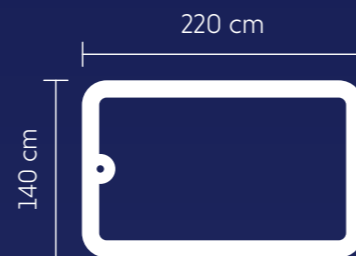
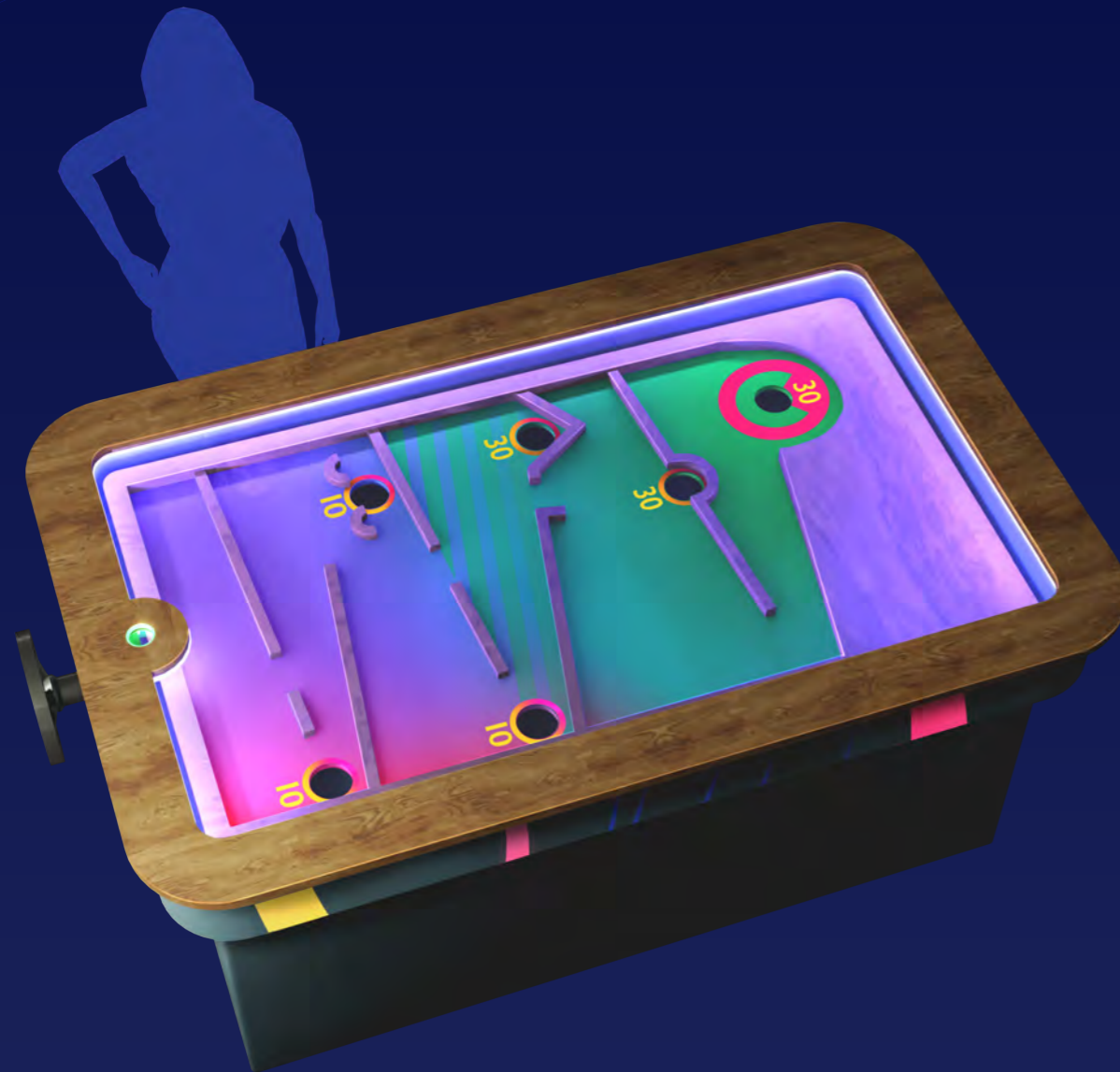
Before each shot, one of your friends "spins the wheel" on the game screen, and you will have to place your hand or feet on one of the colors, twisting and turning while trying to reach the end of the course.

After you have played into the final hole, enter the number of shots you needed on the touch screen, and the system will calculate your final score.



D | TILT

TURN THE TABLE TO MAKE IT TO THE END



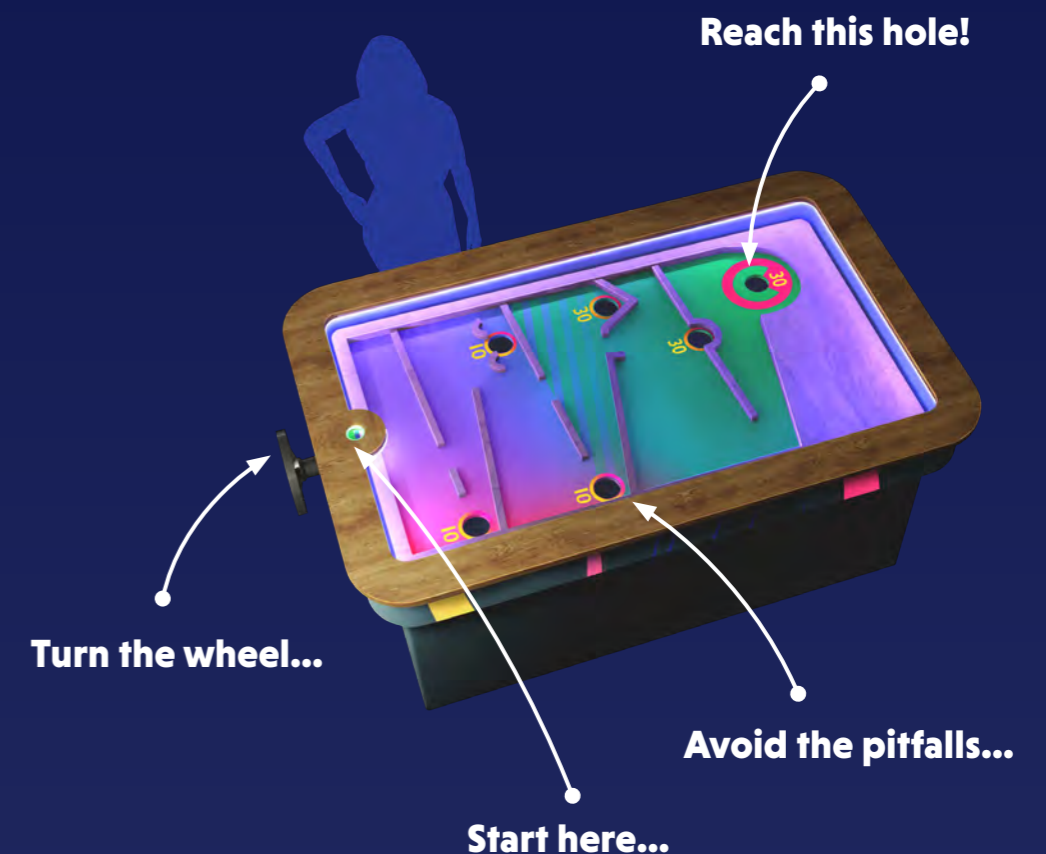
Precision and a sense of balance are needed to win this game!

When you insert the ball, the clock starts ticking. The ball starts rolling by itself and you can tilt the table left and right by turning the wheel.

If the ball rolls into one of the pitfalls, you earn some points, but the ball will roll back, and you will have to start again.

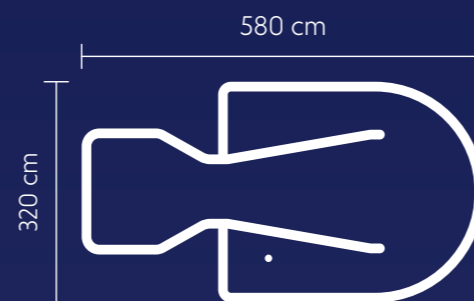
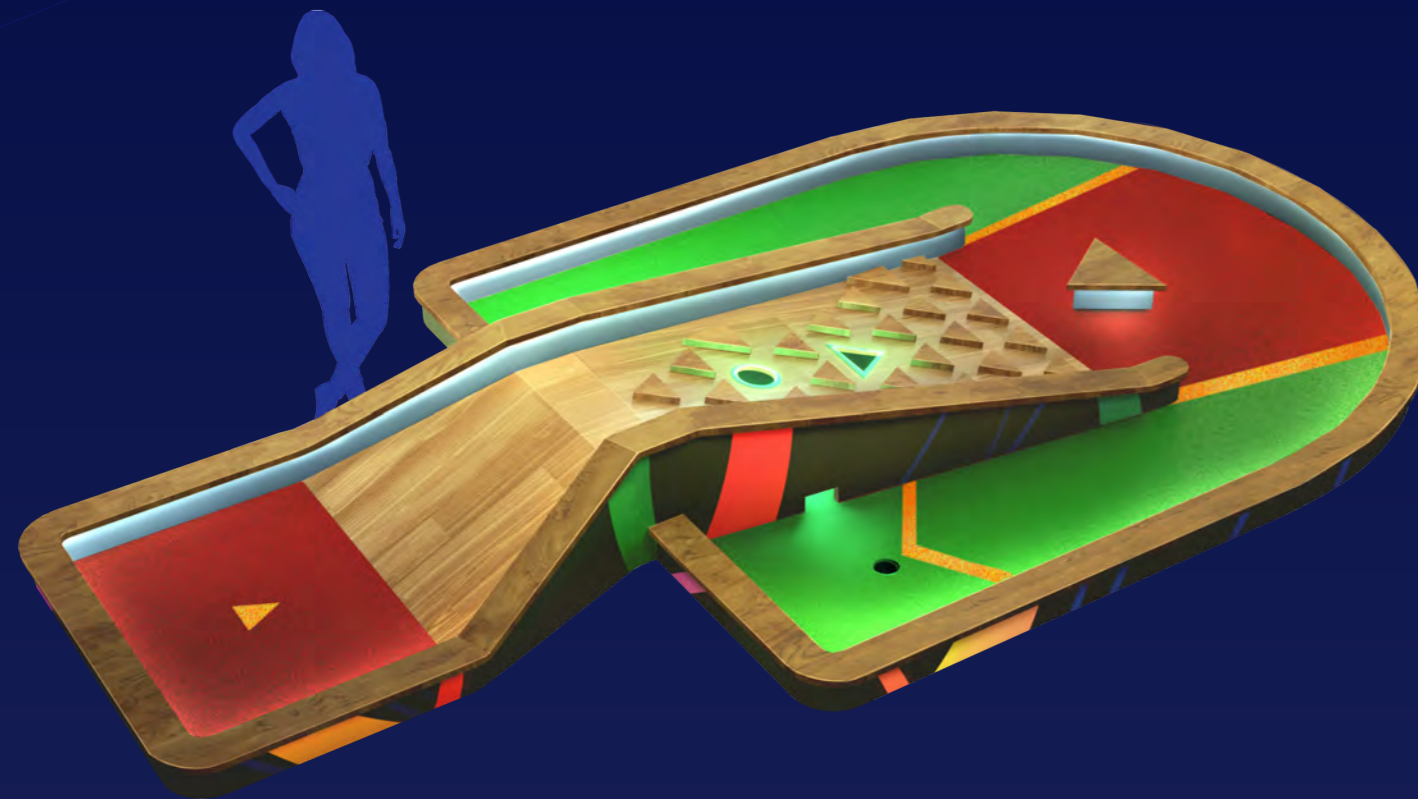
Making it to the final hole will earn you a lot more points and: you can try again as many times as you like within 40 seconds.

The system will calculate your final score for you, once the timer has run out.



E | LADY LUCK

LET LUCK DECIDE WHERE YOUR SHOT WILL GO.

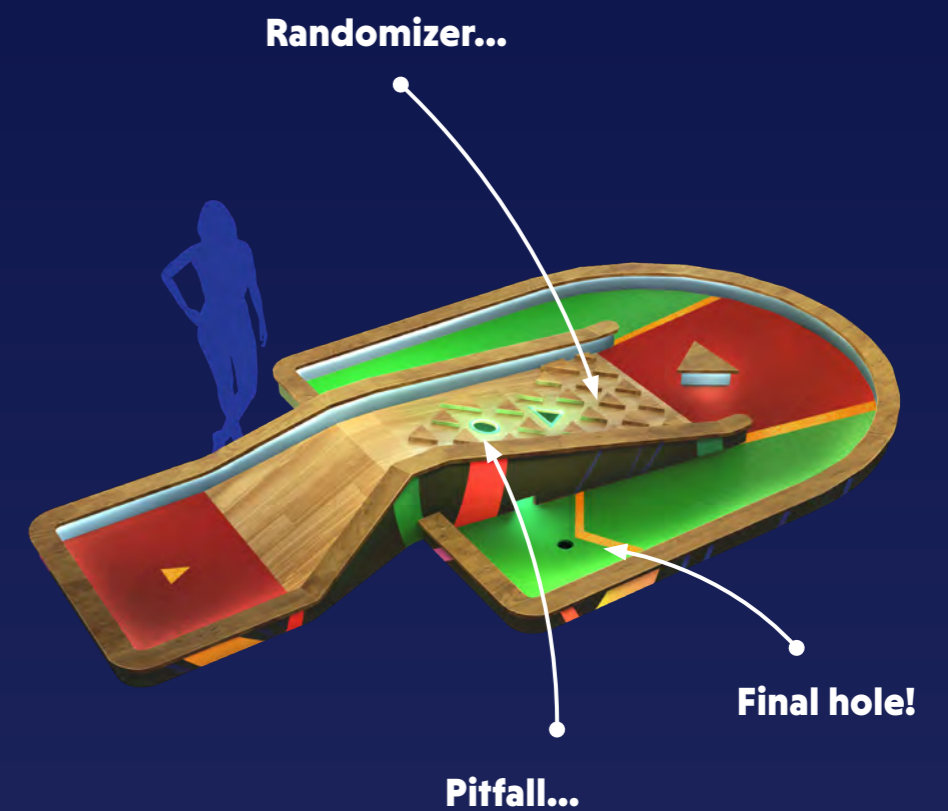


Are you ready to put your swing in the hands of fate?

Your ball will roll down the ramp, randomly bouncing around, and possibly falling into one of the holes on the ramp.

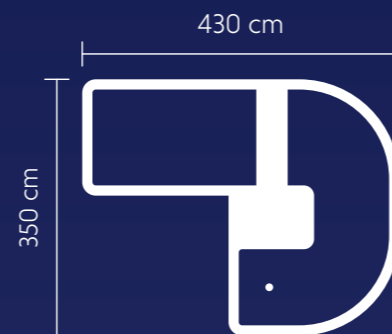
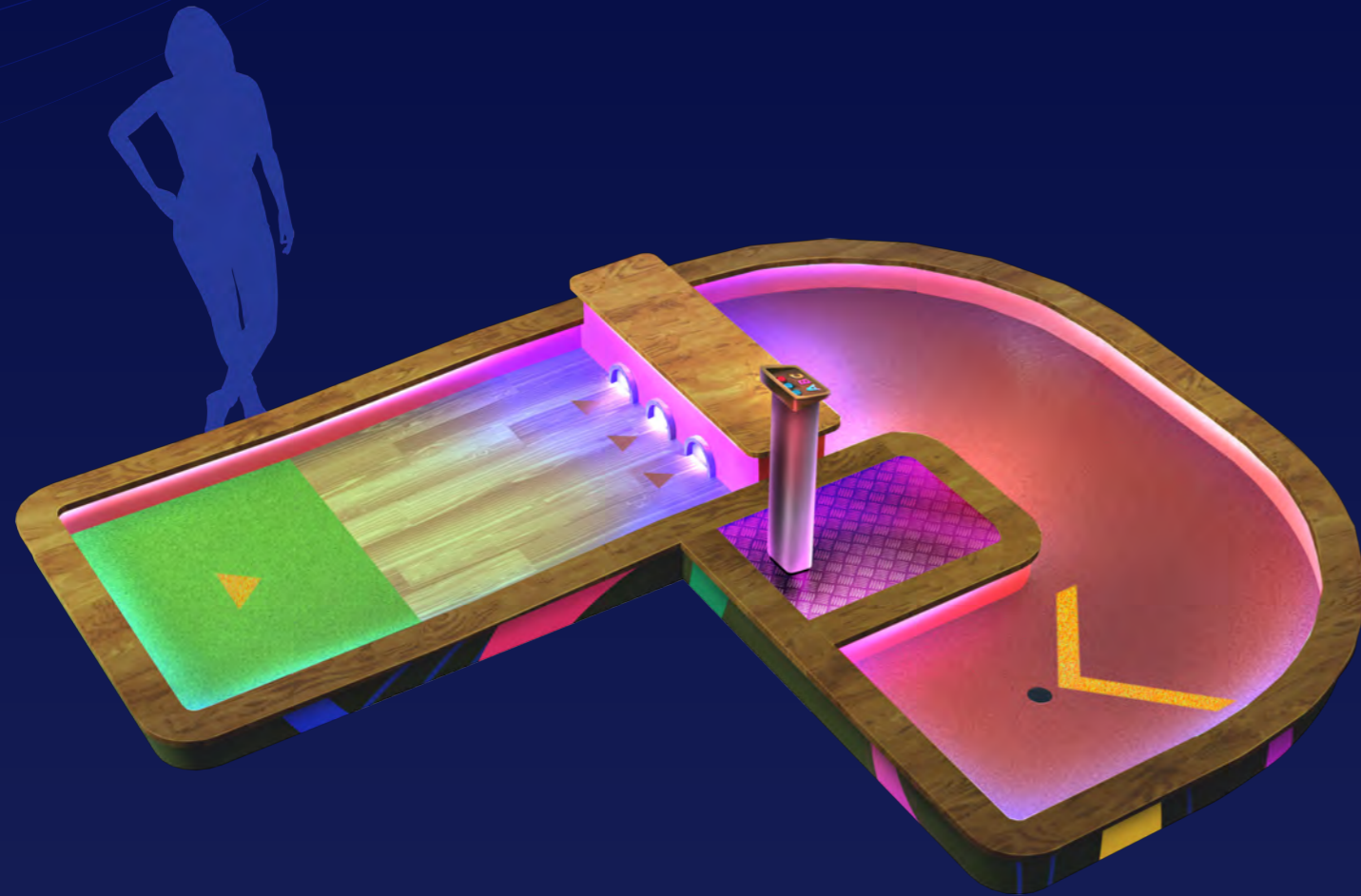
Falling into a pit will earn you bonus points, but your ball might either end up near the final hole, or on the far side of the course.

After you have played into the final hole, enter the number of shots you needed on the touch screen, and the system will calculate your final score.



F | SABOTAGE

HOW WELL DO YOU KNOW YOUR FRIENDS?

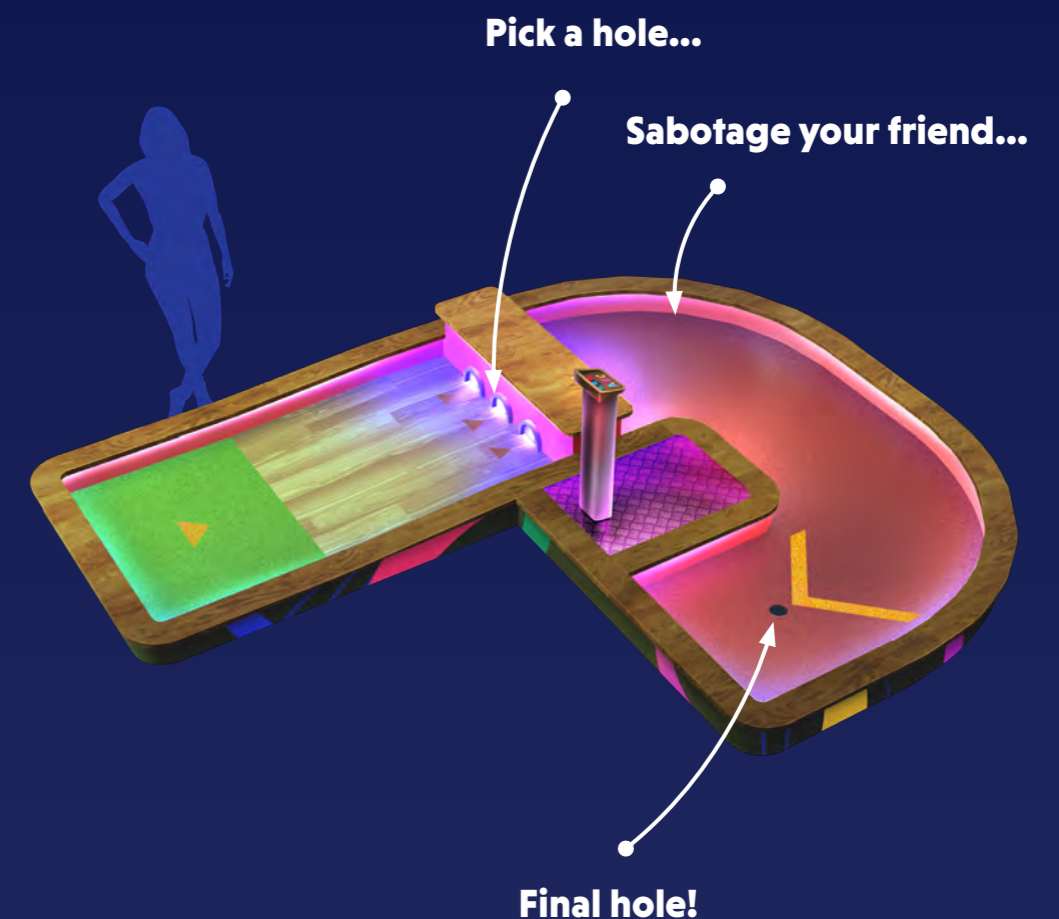


Are you ready to bluff your way to a high score?

After you start playing, choose 1 of 3 different holes to play through. Each one scores you a different amount of points, but...

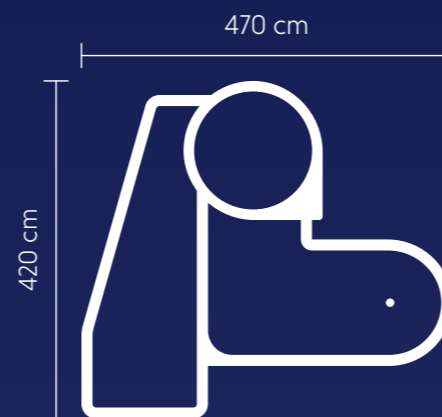
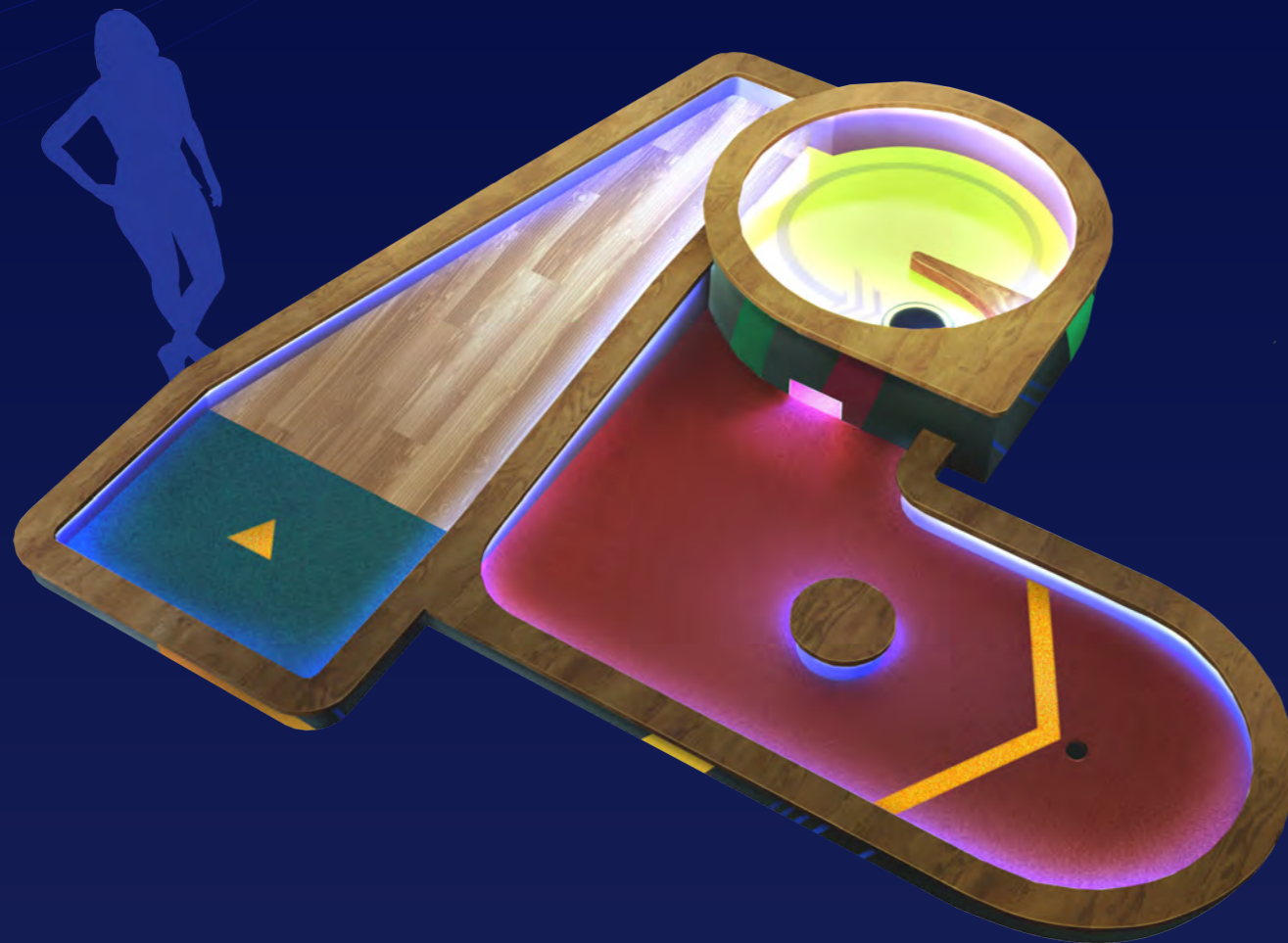
One of your friends can sabotage one of the holes, and you don't know which one. Will you pick the highest scoring one, or will your friend have guessed exactly that..?

If you pick the sabotaged hole, you don't get any bonus points. Regardless, you enter the number of shots you needed on the touch screen, and the system will calculate your final score.



H | SPIN & HIT

A MOVING TARGET IS HARDER TO HIT

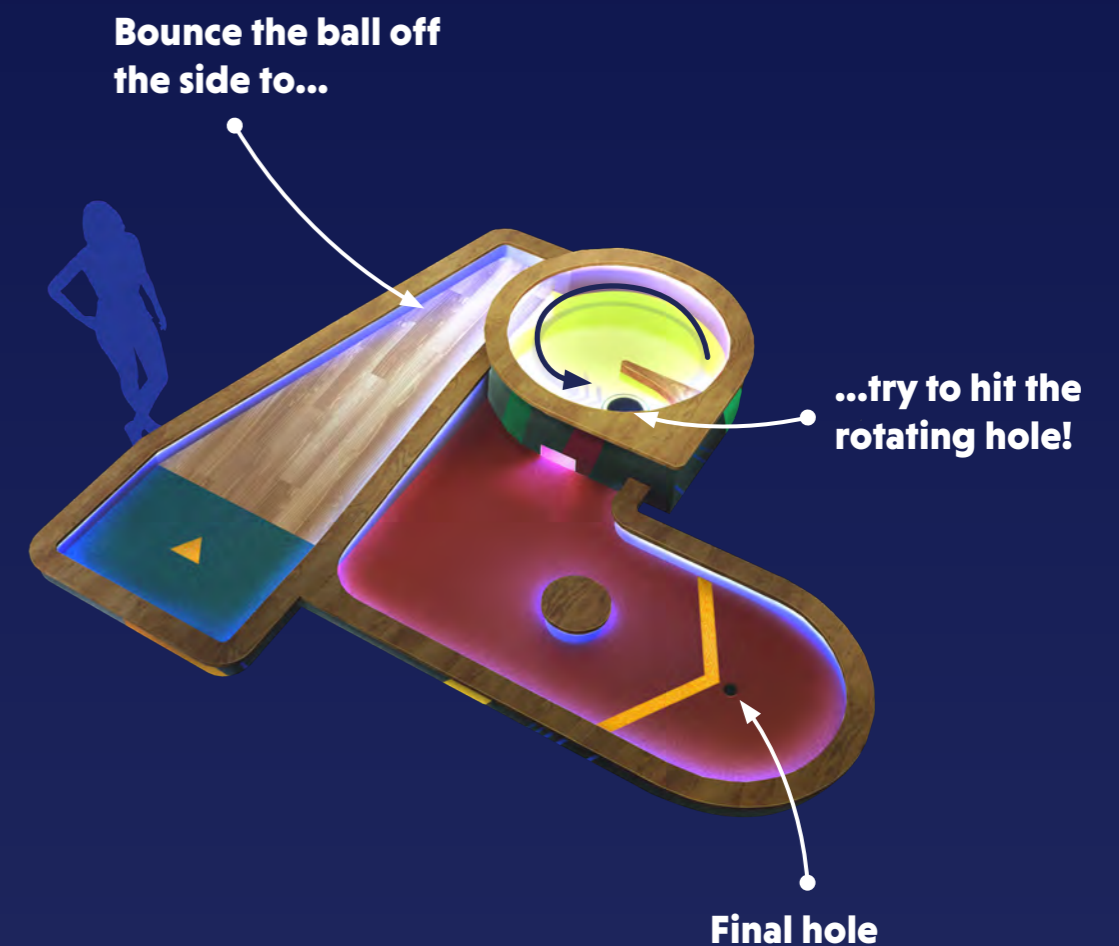


Time your shot just right to avoid spinning out of control!

Try to play the ball up the ramp and into the hole. Unfortunately, the hole is mounted on a rotating disc, and you will have to time your shot very well to earn those bonus points.

Missing isn't the end of the world: the ball will still roll to the end of the course.

After putting the final hole, you enter the number of shots you needed on the touch screen and the system will calculate your final score.



I | ROLLER BALL

TAKE IT VERY EASY: OR YOU WILL FALL!

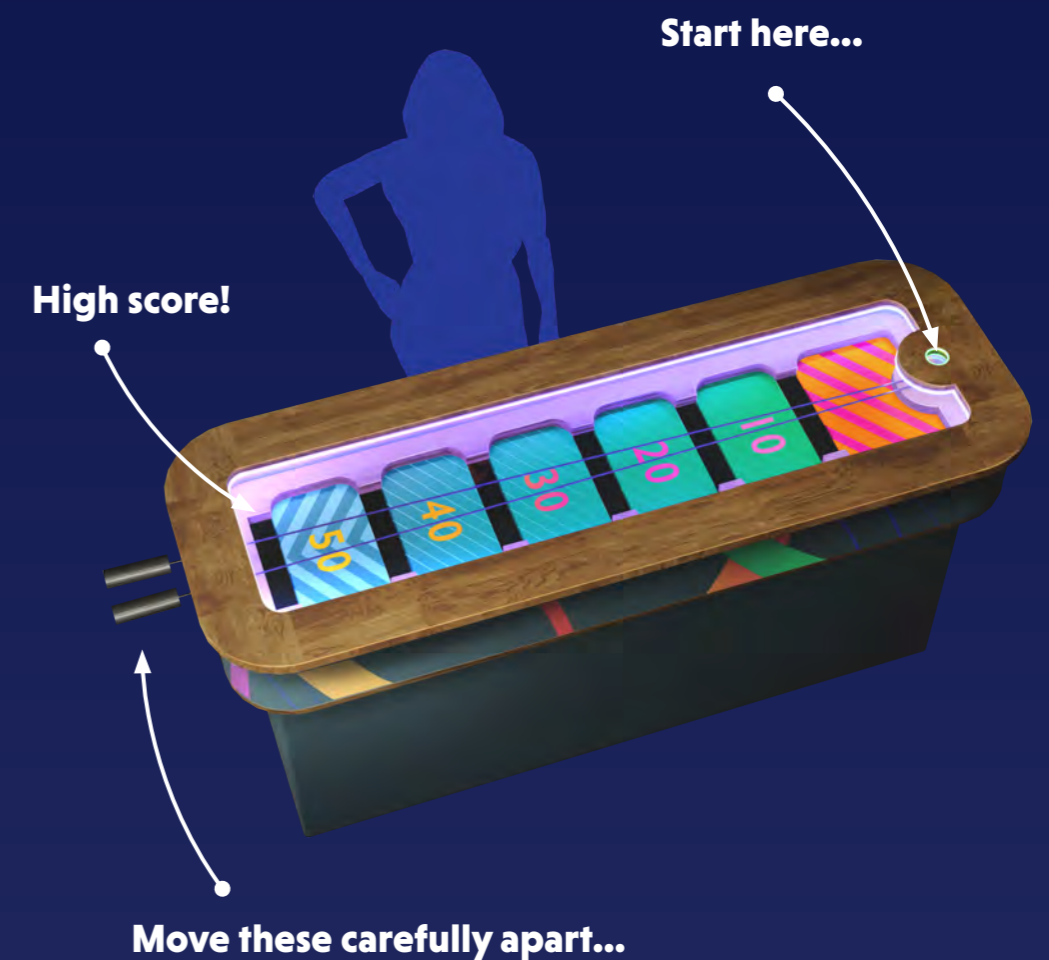


Use all your focus and control to outmatch your friends!

Once you insert the ball, you have 40 seconds to score as many points as possible, by rolling the ball as close to you as you can...

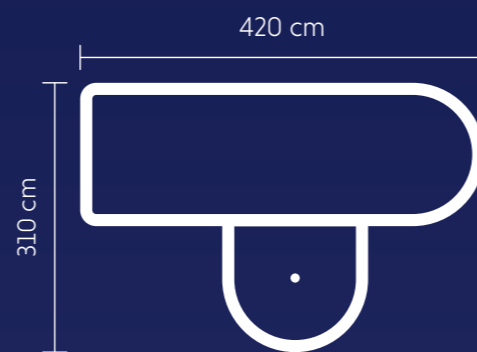
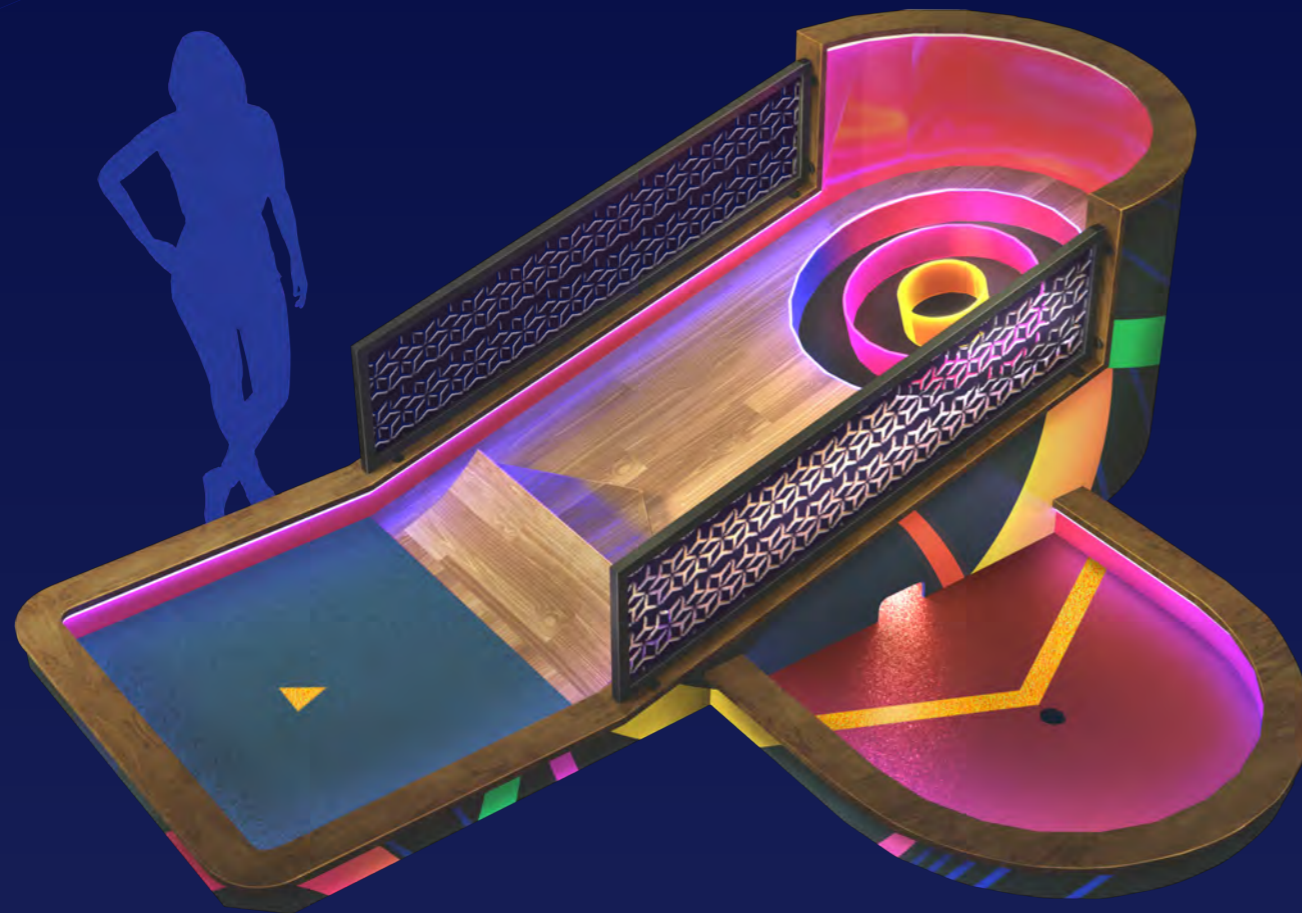
But.. don't be in a hurry! Only by moving the two rods apart and back together at exactly the right speed can you get the ball to roll fast enough, without falling down.

The closer you get to the end, the more points you score, and the system will calculate your final score.



J | BULLSEYE

READY... AIM... SCORE!



Just like skeeball, but better!

Launch your ball towards the rings, if you miss all of them, the ball will roll back and you can try again.

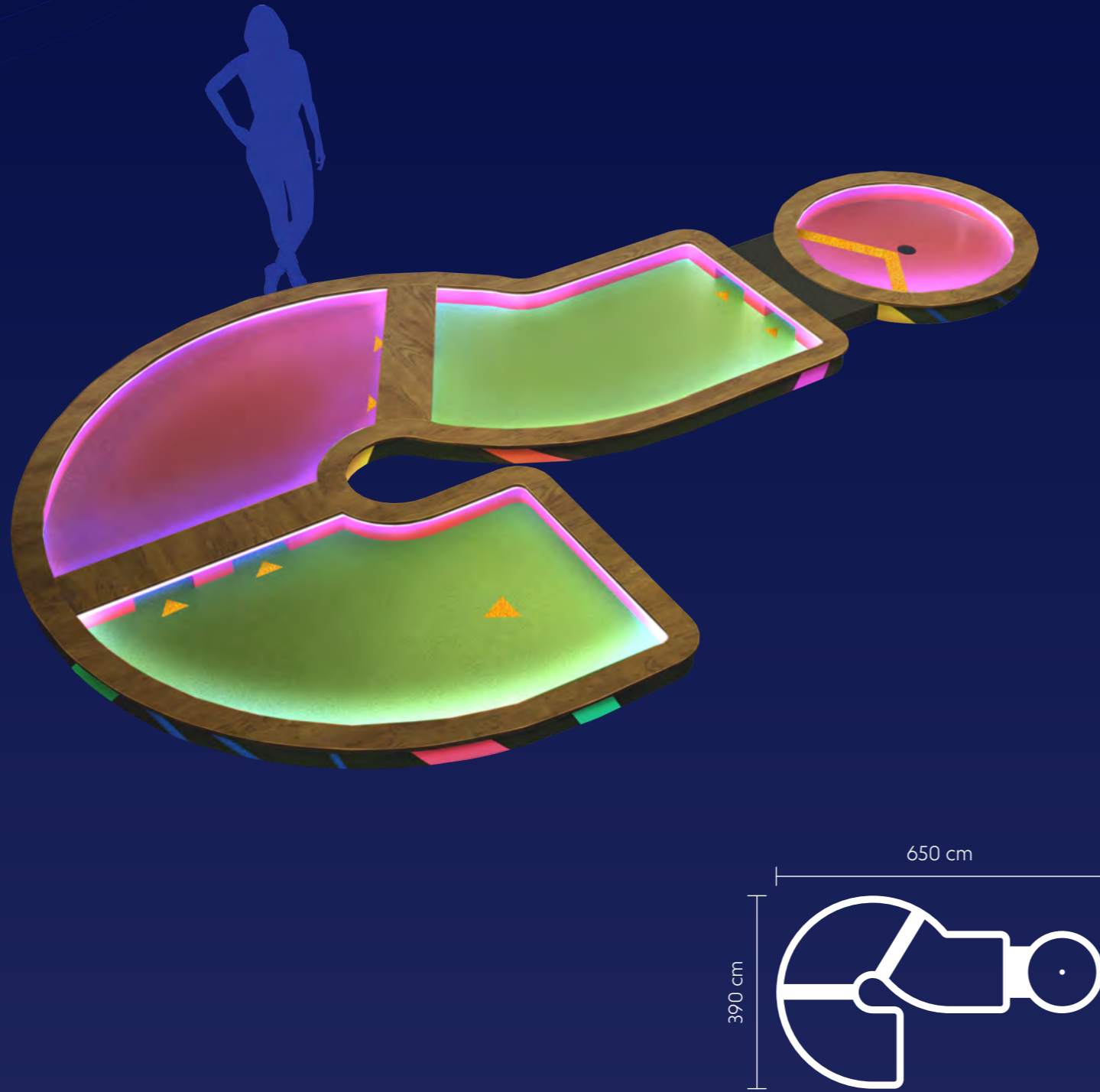
If you hit one of the rings, you are awarded accordingly, and the ball rolls on down to the putt area.

After you have played into the final hole, enter the number of shots you needed on the touch screen, and the system will calculate your final score.



K | QUIZ

FINALLY USE YOUR BRAIN!

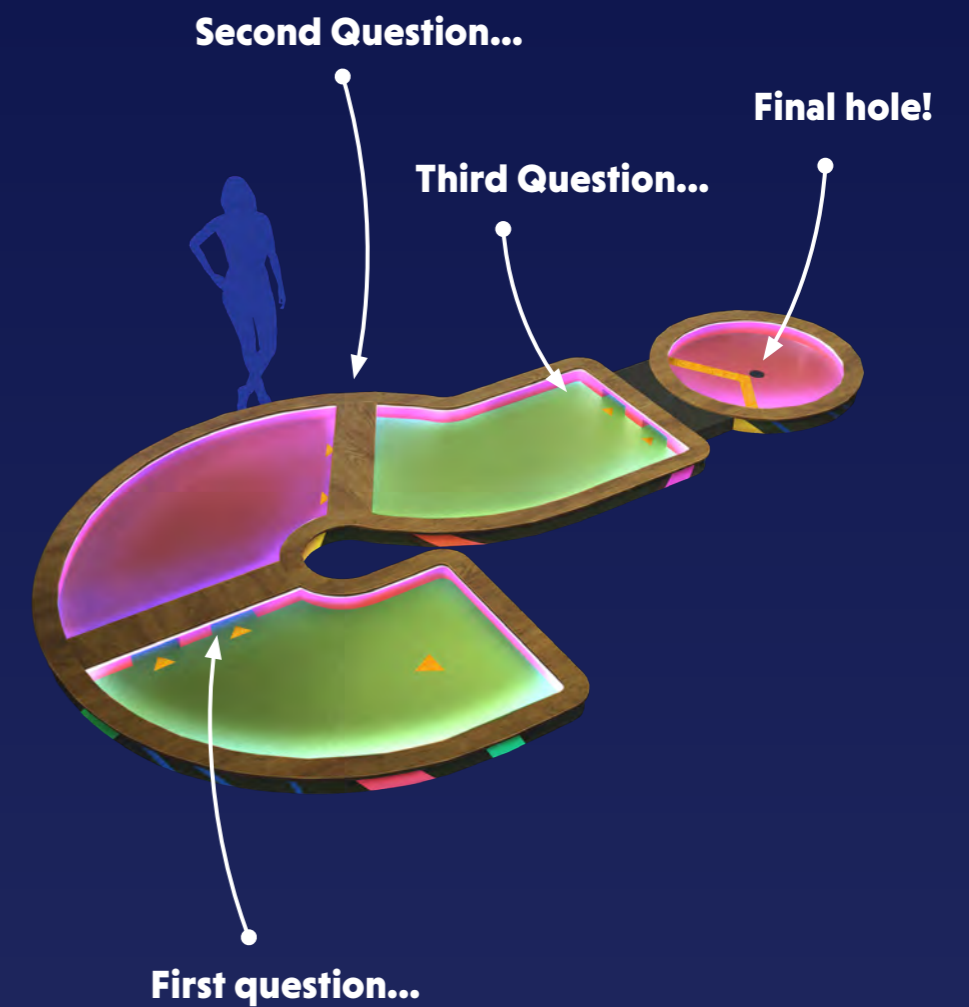


For once, all useless trivia you remember will be useful!

The screen will show a "yes or no" question, and you can answer the question by playing through the right opening.

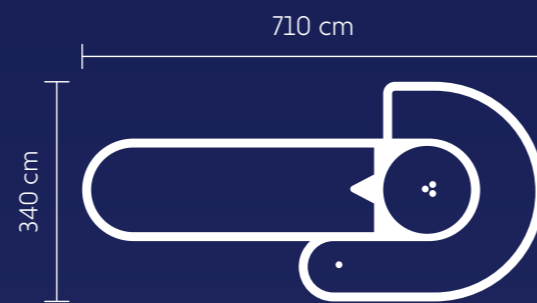
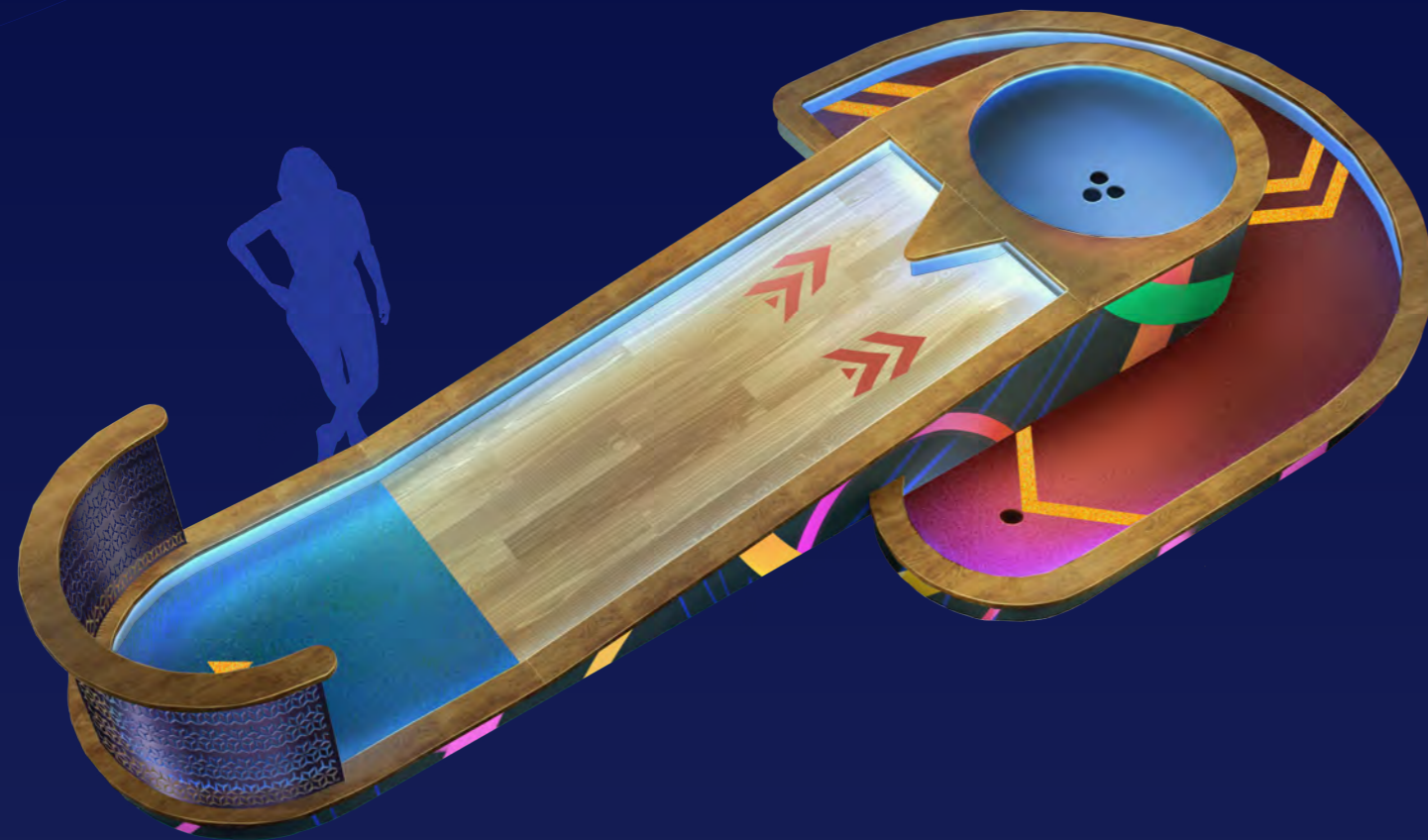
You will get three questions, and three chances to score extra points.

After you have played into the final hole, enter the number of shots you needed, and the system will calculate your final score.



L | HIGH SPEED

ARE YOU FAST, FOCUSED AND FORTUNATE?

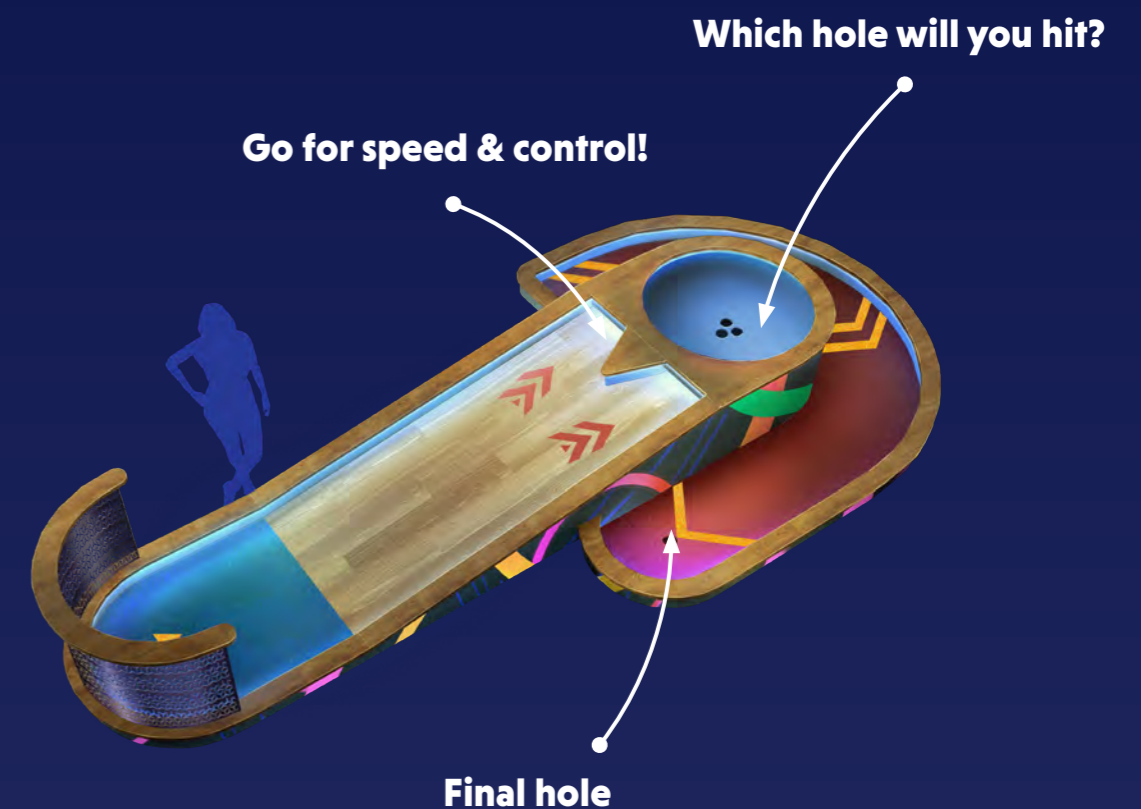


Try to keep the ball spiralling down the bowl for as long as possible to earn more, and more points.

You play the ball up the ramp and into the big bowl. Playing right along the side and with good speed will cause the ball to roll for a longer time, earning you more and more points!

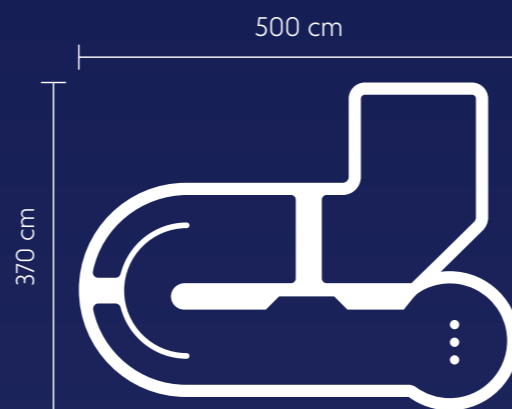
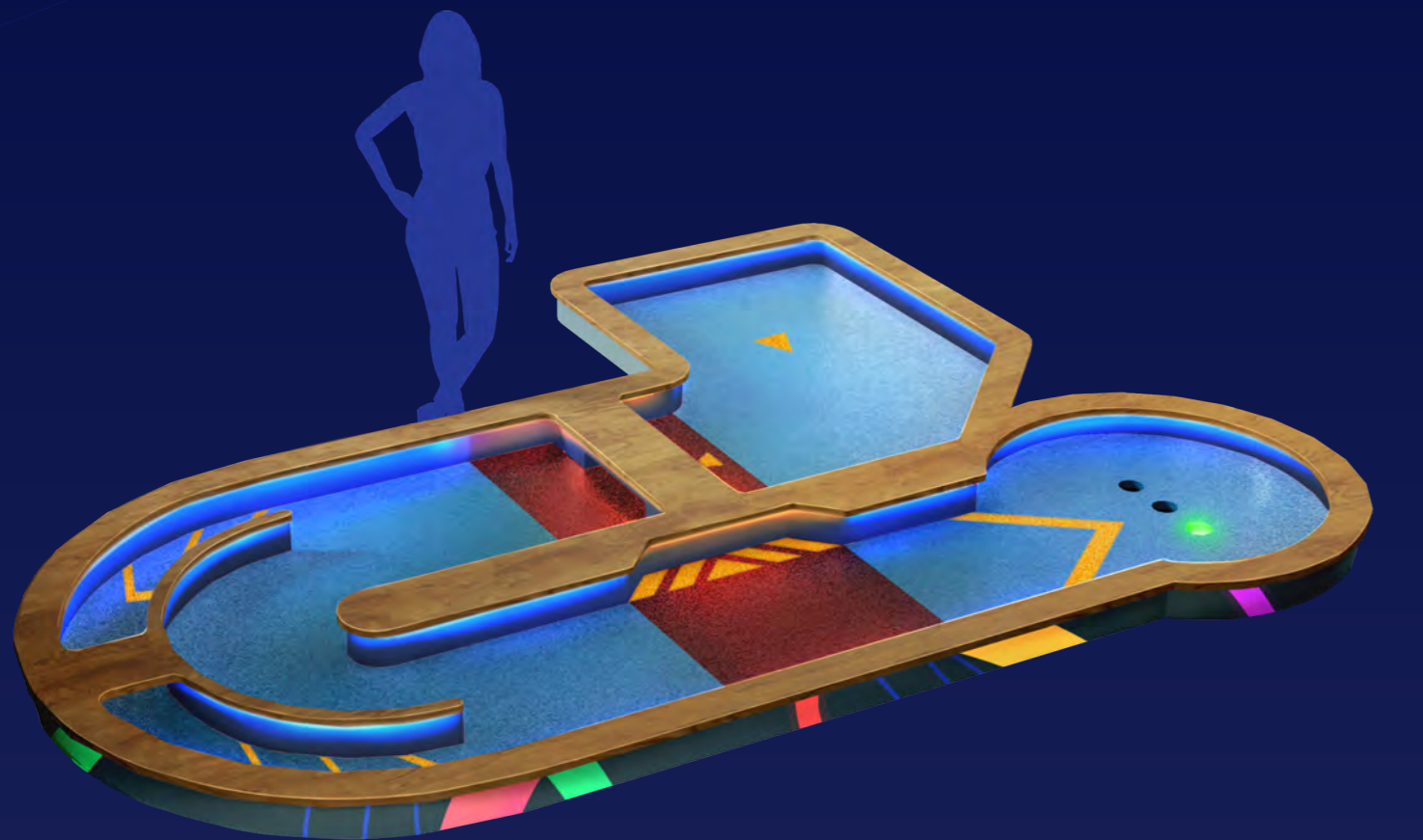
The ball will end in one of three holes, and once again lady luck will decide if it ends up near the final hole, on the other side, or in between.

After you have played into the final hole, enter the number of shots you needed on the touch screen, and the system will calculate your final score.



M | TIMING

TIME YOU SHOTS JUST RIGHT



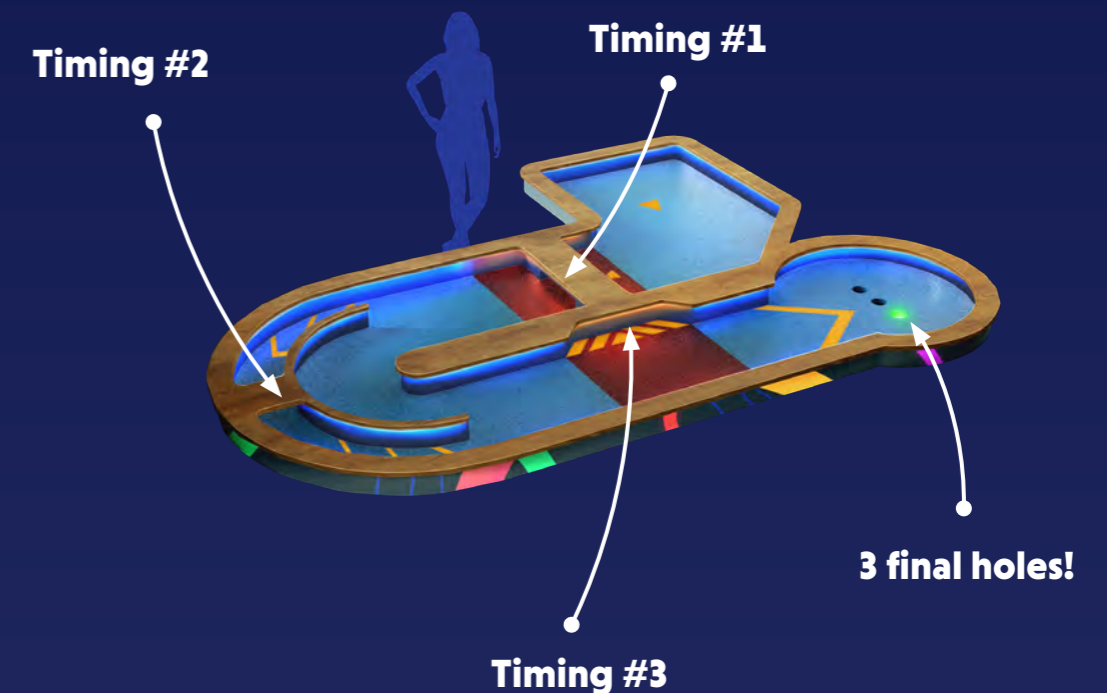
The goal is clear: but you can only score bonus points if you hit the marks at exactly the right moment!

This game has three options to score extra points: a bridge to play under, the outside of the corner and an area in the side of the course.

Each of these areas have LED lights that blink on and off, and the system will only count your bonus points if you hit them while the lights are on.

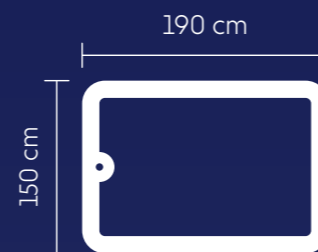
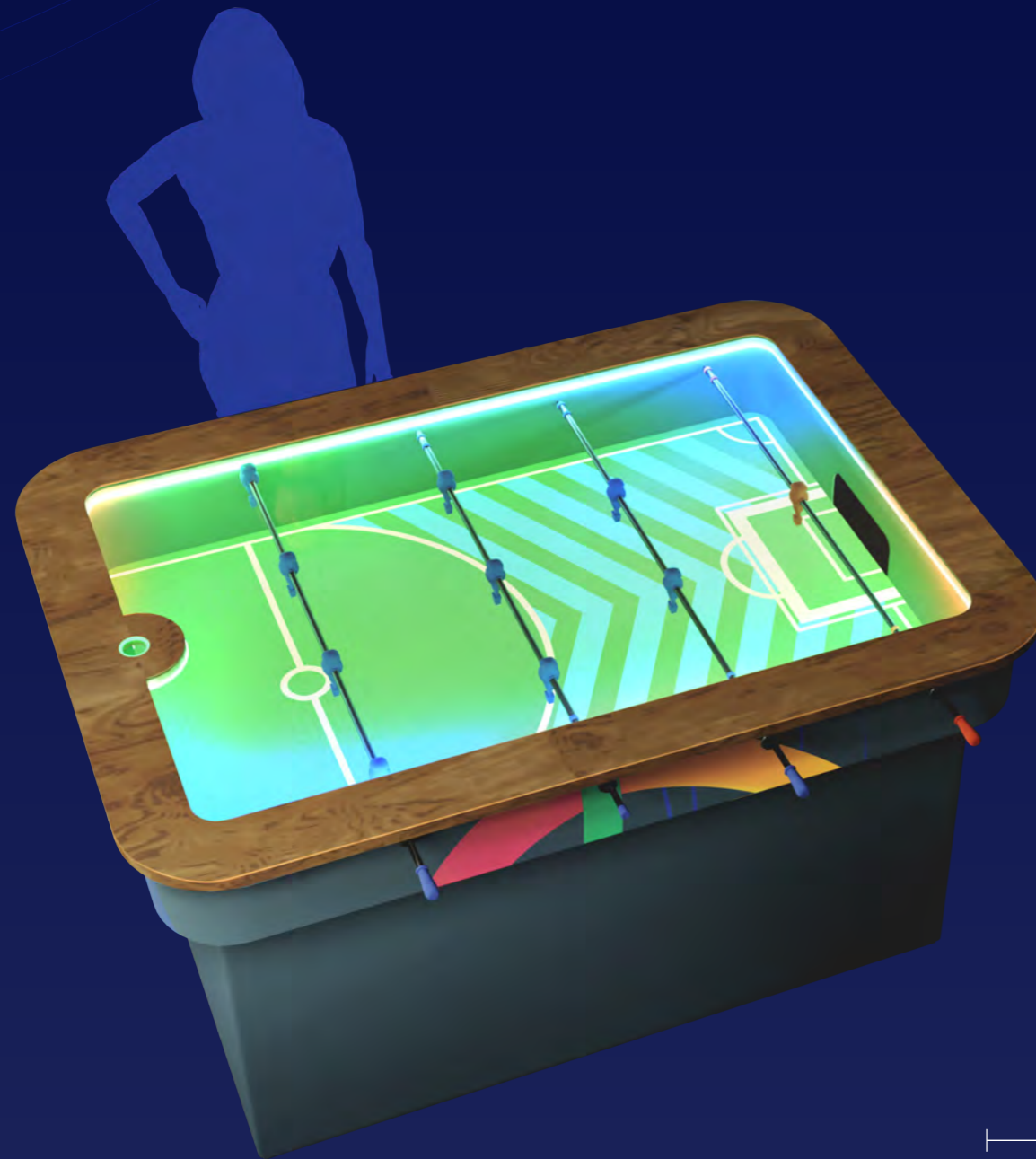
There are three final holes, and these also light up in a ever faster-paced pattern. putting in any of them will end the game, but a huge bonus awaits those whose timing is perfect.

After you have played into the final hole, enter the number of shots you needed on the touch screen, and the system will calculate your final score.



N | FUSSBALL

DEFEND YOUR GOAL AGAINST YOUR FRIENDS



It's time to show what kind of goalkeeper you are!

Your friends have 40 seconds to score as many goals as they can, and it's up to you to stop them!

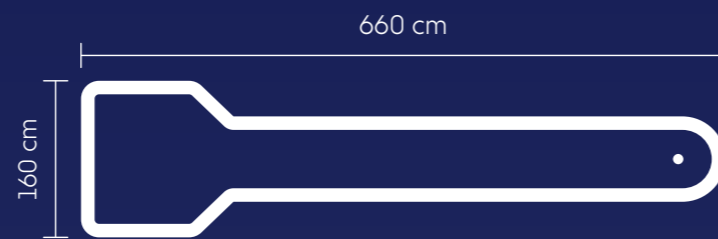
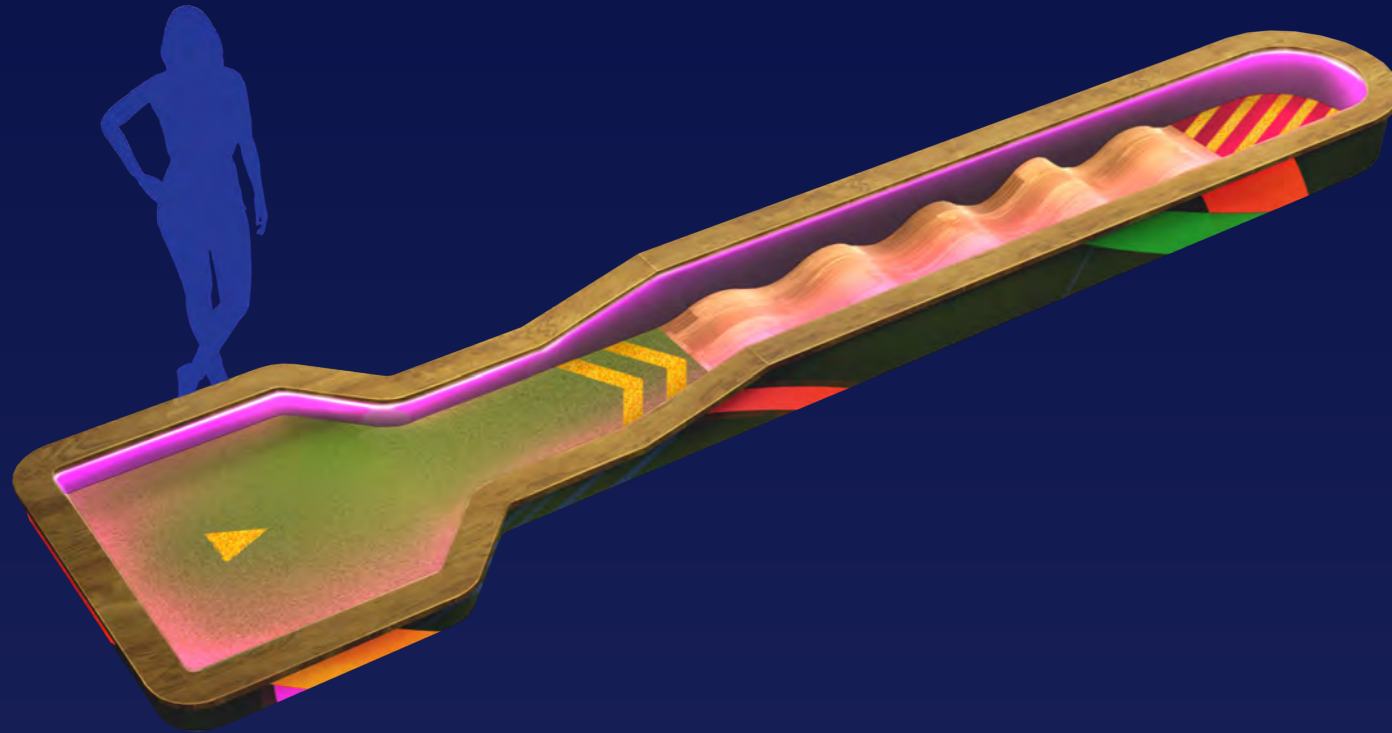
You start with 200 points, and each goal will cost you 10 points. But, if you manage to keep your goal free for 10 seconds, you'll get some points back...

The system will automatically calculate your final score.



○ | MOMENTUM

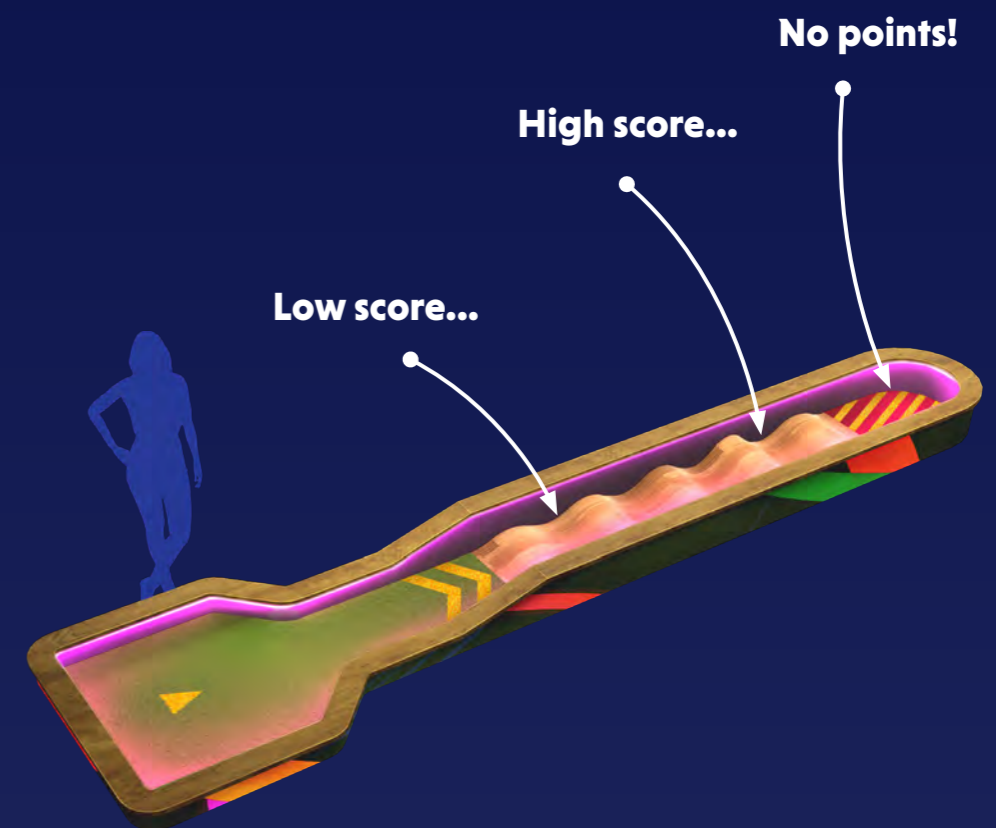
NOT TOO FAST OR TOO SLOW, BUT... JUST RIGHT



Can you be in total control?

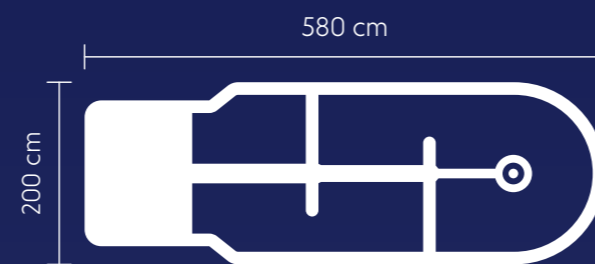
You have three attempts to get the ball as close to the end as possible, but beware! You get no points if the ball ends up in the final area.

The system will automatically calculate your final score.



Q | BALANCE

DON'T FALL DOWN...

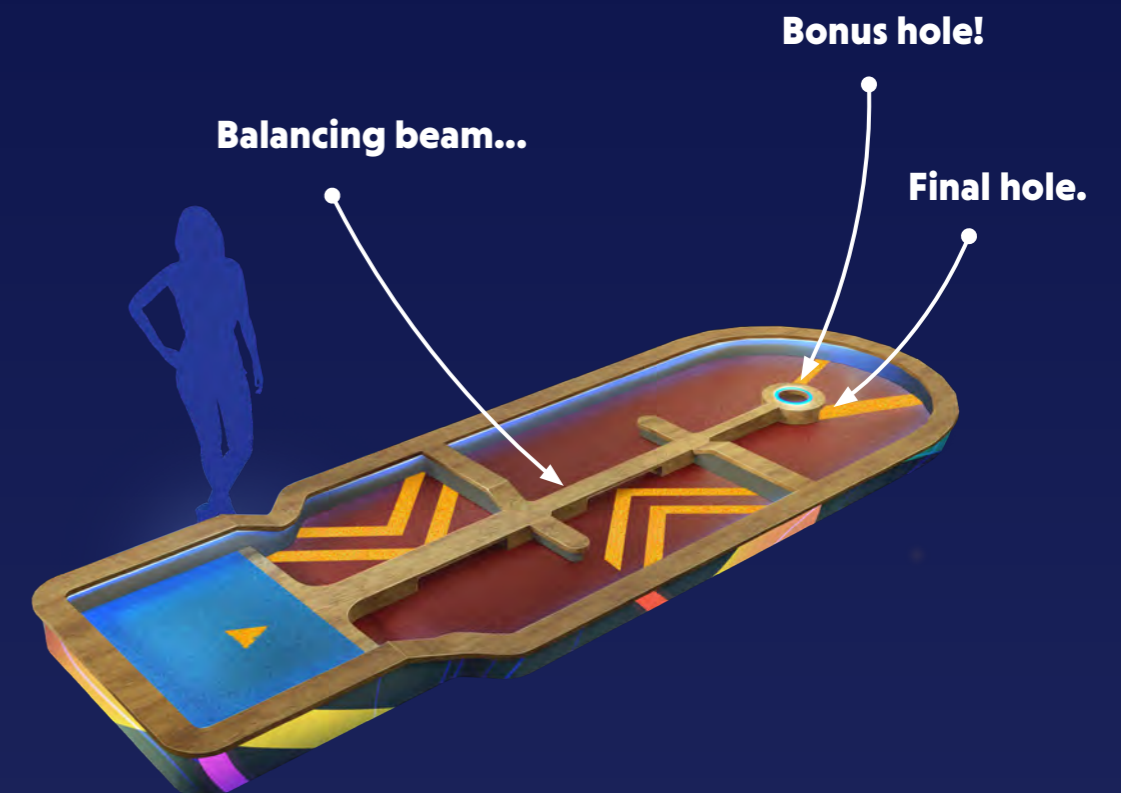


Can you play in a perfectly straight line?

You will have to, if you want to play the ball all the way to the end, and score a huge bonus. But beware, the balancing beam gets more narrow the closer you get to the end...

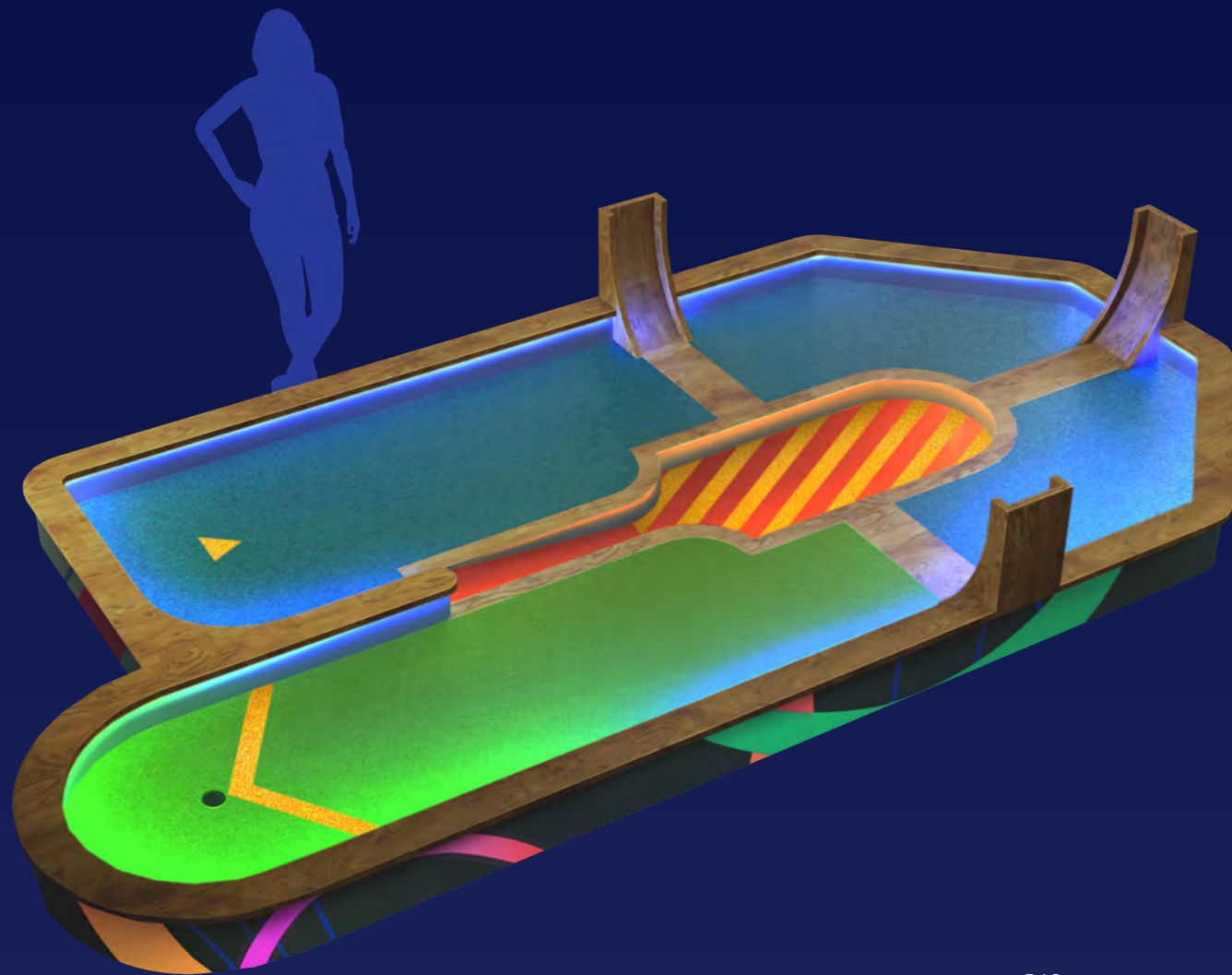
If you fall off, you will have to play the ball to the final hole and miss out on that sweet bonus.

After you have finished, enter the number of shots you needed on the touch screen, and the system will calculate your final score.



R | BALL DEFENCE

BLOCK YOUR FRIENDS, AND STOP THEM FROM SCORING!



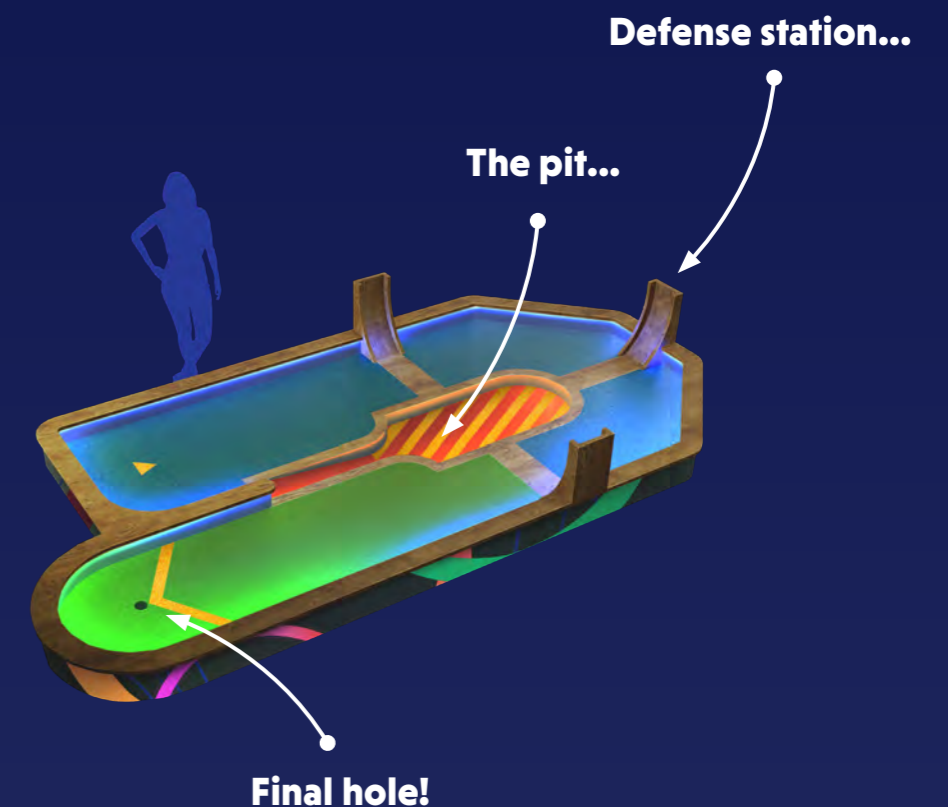
You skills are tested, not only as a player, but as a defender as well!

This game seems straightforward: you must play the ball around the pit into the final hole.

But, your friends will use their golf balls to block you and try to send you into the pit.

If they succeed, you will have to play out of the pit, putting you back at the very beginning, which will cost you extra shots.

After you have finally played into the final hole, enter the number of shots you needed on the touch screen, and the system will calculate your final score.

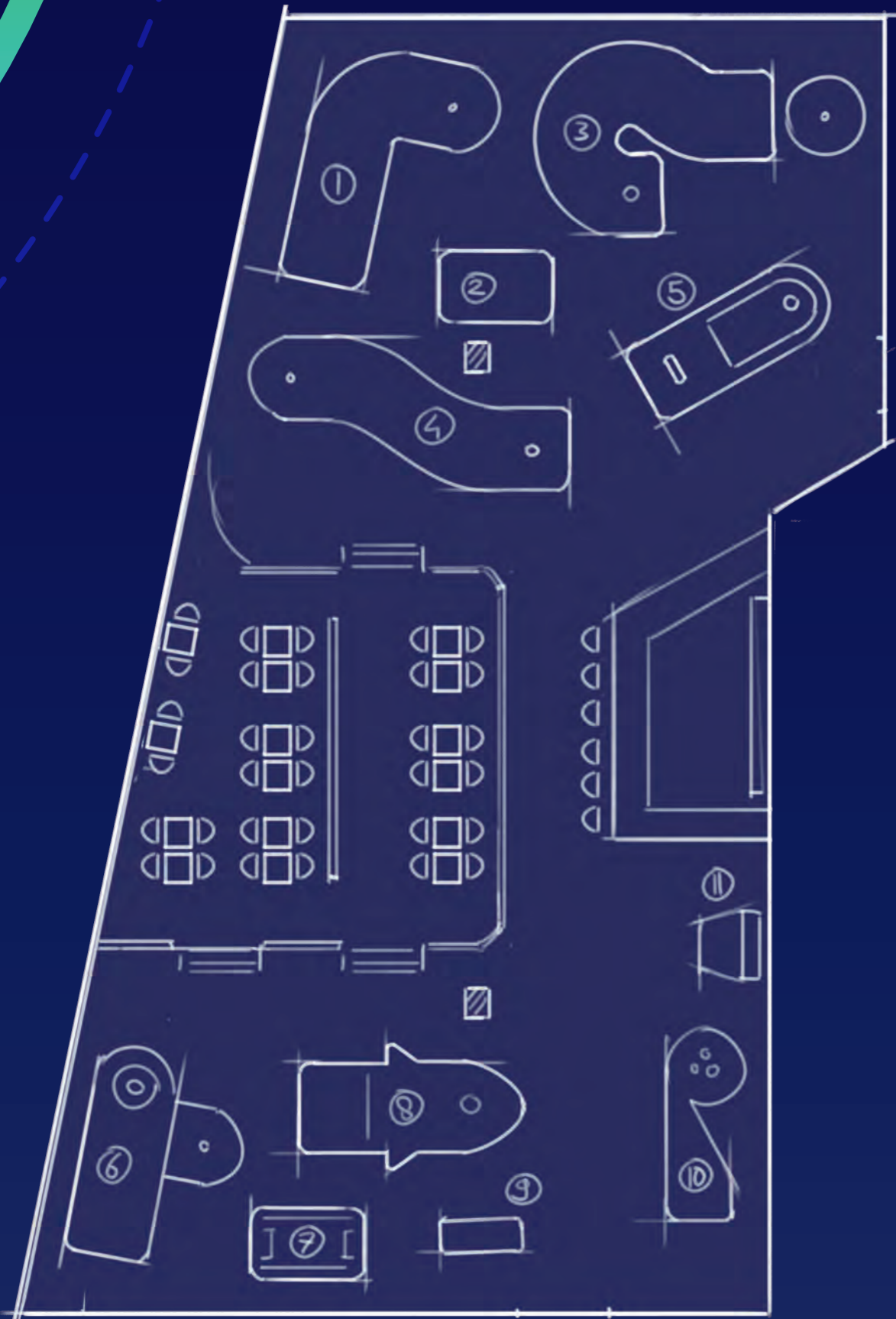


REMARKABALL SOCIAL ENTERTAINMENT



REMARKABALL FAMILY ENTERTAINMENT





A REMARKABALL APPROACH

SO HOW DOES IT WORK?

It's pretty simple, you share with us your available space. We review the space and dive into our unique library from which we together make a selection of courses. We then provide you a preliminary lay-out including a clear proposal for delivery.



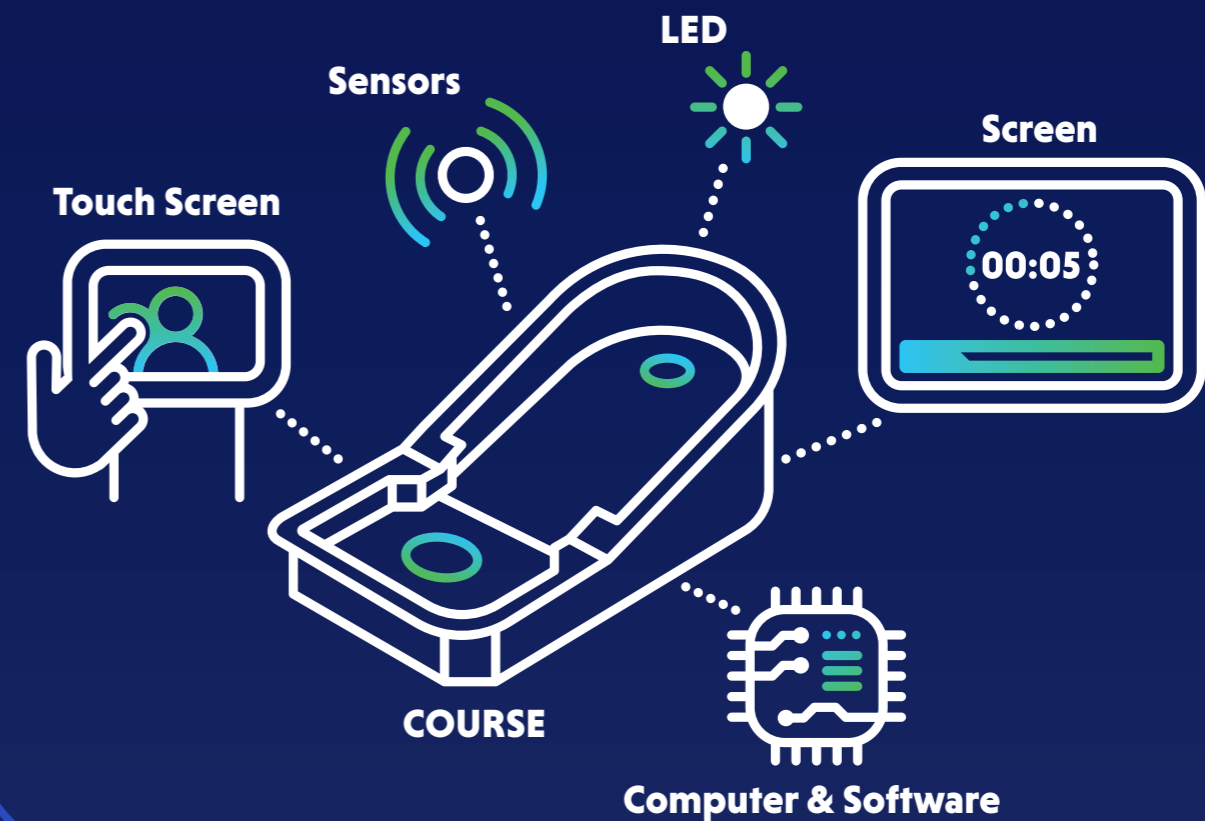
WHAT IS INCLUDED IN THE DELIVERY?

Each delivery includes the courses itself, use of our software license and all required technology. The client does need to make some preparations, which we will clearly explain in our proposal.

GENERAL

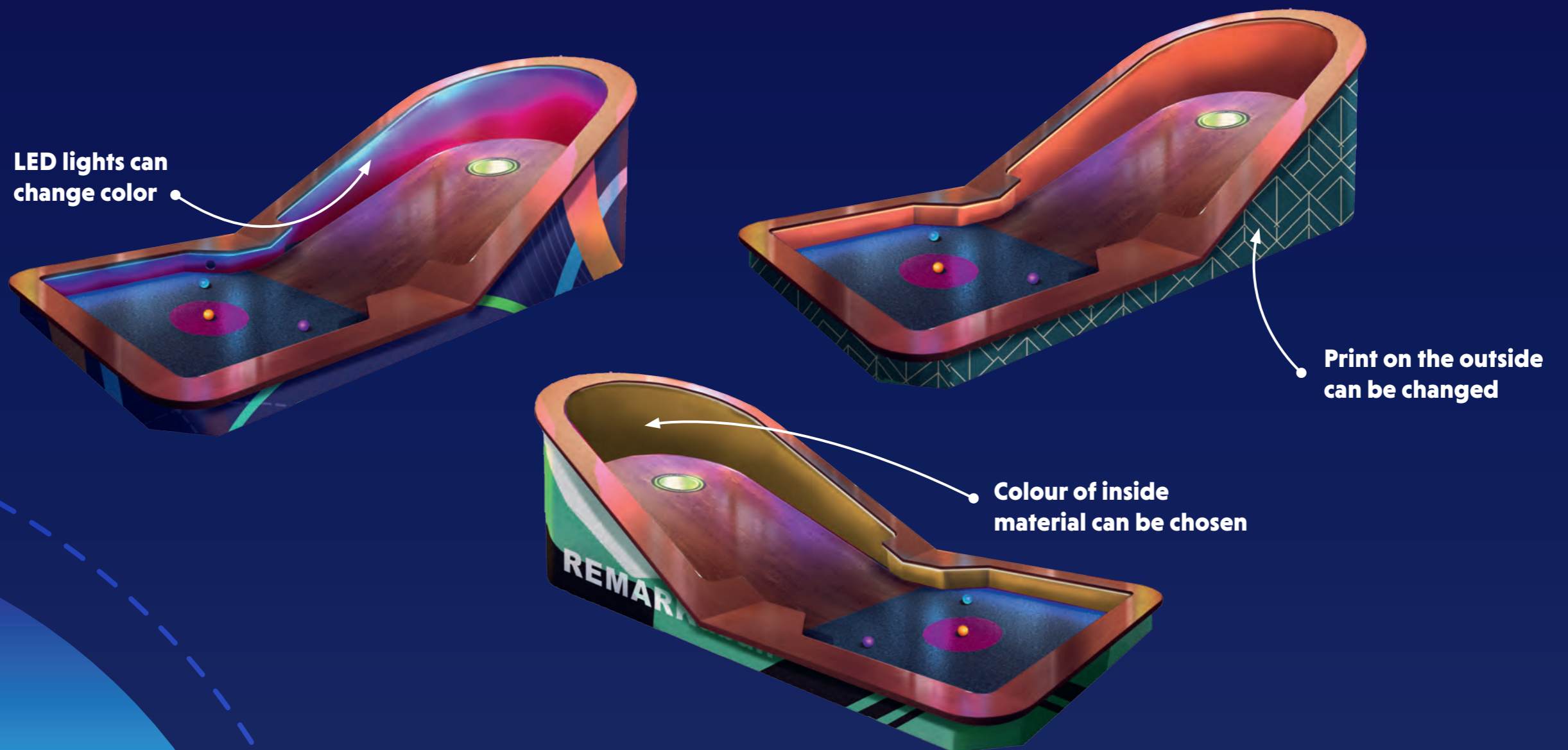


EACH COURSE



CAN I CHANGE THE DESIGN OF THE COURSES?

All courses are specifically designed around our unique gameplay that is programmed in the software. Therefore the course lay-out and use of materials cannot be changed. We do however offer the option to change the graphics on the outsides to add your own identity to the courses.



WHAT ABOUT THE PHOTO OPPORTUNITY?

The experience is not complete without giving your guests the opportunity to directly share it with friends and family. The perfect way to seal the memory and spread the word!



Share the picture on social media!

Customizable print



Screen shows the winner and scores



DO YOU ALSO ASSIST IN DESIGNING THE ENTIRE VENUE?

Yes, we certainly can. Apart from the delivery of the courses we can also assist you in the design of the entire venue, including among others: the bar area, floor and walls. Just ask us: the possibilities are endless...



UNIQUE REMARKABALL CHARACTERISTICS

1

Unique gameplay challenges through state-of-the-art tech, software and gamification

2

Semi-automated score count: no more tiny pencils with paper score forms

3

Appealing to all audiences: during the day kids & families and in the evening young adults

4

Maximize return visits through more fun group dynamics

5

Contemporary design brought to life by FX lighting, animations and sounds

6

Low maintenance through the use of durable and high quality materials

7

Choose, mix and match your courses to build your own unique minigolf experience

8

Full delivery including courses, software license and technology

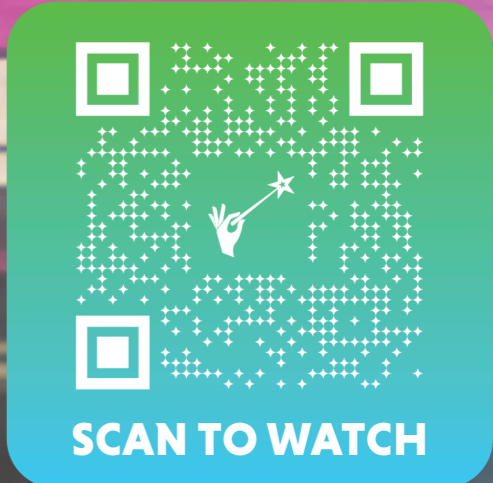


EXPERIENCE REMARKABALL IN DEAUVILLE



DAMA FACTORY

9 HOLE COURSE - 250 M2





Let's Talk

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