ACE BROOKS

Interactive Entertainment Equipment Catalog

37 interactive sports and games for venues of every size

Ace Brooks Corp. · Brooks, AB
November 2026 edition

Why Interactive Entertainment

Interactive equipment turns waiting time into play time. Guests stay longer, come back with friends, and spend more. Every product in this catalog combines real physical movement with large-screen graphics, sensors and scoring.

Premium sports for everyone
Golf, pickleball, tennis, baseball, archery, skiing and more, all brought indoors.

Realistic game scenes
Realistic scenes and scoring recreate the feel of the real sport.

Social and shareable
Head-to-head play, leaderboards and photo-friendly games keep people talking.

Fitness meets fun
Players exercise without it feeling like a workout.

Active and relaxed
A mix of high-energy and casual games for every guest.

Sport meets technology
Your favourite sports, brought to life with virtual and mixed-reality technology.

How We Work

From the first conversation to after-sales support, we handle the whole project. We are based right here in Brooks, AB, so installation, staff training and service are all local. You can see our interactive systems running at our showroom at Bay 6, 775 Sutherland Dr.

1. Needs assessment
2. Floor plan & layout
3. Solution proposal
4. Contract
5. Operating plan
6. Testing & shipping
7. On-site installation
8. Staff training
9. After-sales support

Contents

1. Signature Collection: Sports for Every Canadian Season (01–08)
2. Family & Party Games (09–18)
3. Arcade & Ride-On (19–23)
4. Sports & Fitness Bays (24–27)
5. More Choices (28–37)
6. Running an Interactive Zone

Products marked **COMPACT** have a floor footprint of about 3.4 m × 3.4 m (11.2 × 11.2 ft) or less. Most room-sized bays need about 3 m (9.8 ft) of clear ceiling height.

Signature Collection: Sports for Every Canadian Season

When winter keeps your guests indoors and summer makes them miss the slopes, these simulators keep them moving, year-round.

01 Immersive Golf Simulator

SUMMER SPORTS





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
6 × 4 × 3 m (19.7 × 13.1 × 9.8 ft)	1–2 players	3–15 min

Bring the golf course indoors all year round. Automatic ball return and auto tee-up keep up with the pace of play, and HD course graphics let players play full holes from the first tee to the green.

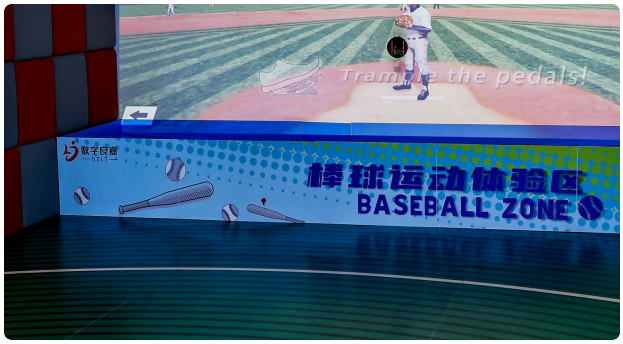
Great for regular golfers who book by the hour, for larger group games, and for anyone who wants to keep their swing sharp through a Canadian winter.

02 Interactive Baseball

SUMMER SPORTS







FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
10 × 4.5 × 3 m (32.8 × 14.8 × 9.8 ft)	1–2 players	3–5 min

Step into the batter's box without building a batting cage. A pitching machine, dynamic 3D graphics, infrared sensing and light-and-sound effects on every hit recreate the feel of a real ballpark.

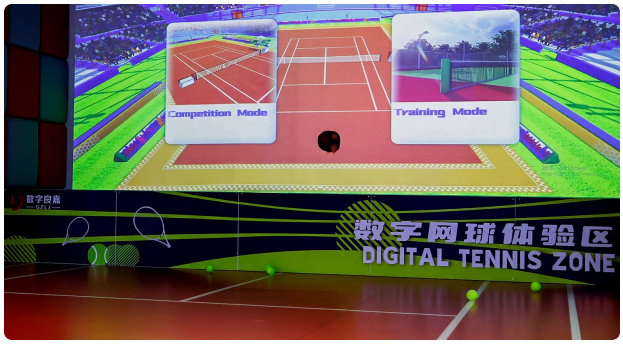
Coaches can run batting practice, adults can get their swings in, and kids can try hitting a real pitched ball for the first time. The unit suits self-serve play: try it on your own or play with others. The choice is yours.

03 Virtual Tennis

SUMMER SPORTS







FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
10 × 4.5 × 3 m (32.8 × 14.8 × 9.8 ft)	1–2 players	3–5 min

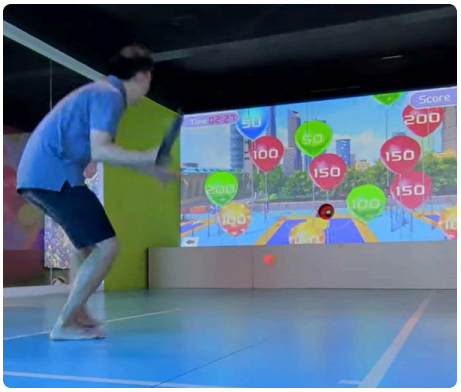
A ball machine feeds serves and returns while a recognition system with HD 3D graphics puts the player in a lifelike virtual match. Players rally solo or with a partner.

A tennis court needs about 23.8 m (78 ft) of length; this unit fits in 10 m (32.8 ft). It suits lessons, open play and junior clinics, and gives tennis players somewhere to play when the outdoor courts are closed.

04 Interactive Pickleball

SUMMER SPORTS





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
10 × 4.5 × 3 m (32.8 × 14.8 × 9.8 ft)	1–2 players	3–5 min

North America's fastest-growing sport, playable indoors all year. Built on a proven tennis-simulator platform and tuned to how pickleball is actually played, the bay reproduces serves, volleys, smashes and lobs with high-precision motion recognition and realistic 3D HD graphics.

Players can train solo with AI coaching that corrects technique in real time, or go head-to-head in two-player mode. It welcomes first-timers, keeps regular players coming back, and keeps bays busy through the off-season.

05 Ski Crossing COMPACT

SNOW SPORTS





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
3 × 2.4 × 2.75 m (9.8 × 7.9 × 9.0 ft)	1–2 players	3–5 min

Arcade-style ski racing for two. Players shift left and right on the ski platform to steer and dodge obstacles. The faster they move, the faster they go, and every collision costs points and speed.

Distance to the finish, speed and time remaining stay on screen, and each run ends with a result screen showing time, collisions and calories burned. Compact and simple to run with no instructor, it suits birthday parties, corporate events and family entertainment centres.

06 Pro Ski Simulator

SNOW SPORTS







FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
5 × 5 × 3 m (16.4 × 16.4 × 9.8 ft)	1 player	3–5 min

A full-scale ski trainer for serious indoor skiing. A motor-driven platform with sensor feedback works together with realistic 3D HD graphics, so skiers carve and balance much as they would on the hill.

Collisions, speed, distance and score are shown on screen. A premium attraction for ski clubs and schools, for fitness and balance training, and for guests who want to stay on their skis through the off-season.

07 Horseback Archery

TARGET SPORTS







FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
7 × 1.8 × 2.8 m (23.0 × 5.9 × 9.2 ft)	1 player	3–5 min

Mounted archery on a motion-platform horse. Riders keep their balance as it moves while aiming at targets on screen, combining a real riding workout with the focus of archery. It is unlike anything most guests have tried before.

A bucket-list experience that guests photograph, share and come back for, and one that sells well as a premium, per-session attraction.

08 Mobile Archery

TARGET SPORTS





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
Single screen: 8 × 1.07 × 3 m (26.2 × 3.5 × 9.8 ft) Double screen: 8 × 1.2 × 3 m (26.2 × 3.9 × 9.8 ft)	1 player	3–5 min

Real bows and safety-tipped arrows, shot at moving on-screen targets with instant scoring. Players get the feel of archery without an outdoor range, and every round plays out differently.

Game modes run from steady target practice to fast-paced action, so it works for first-timers, date nights, corporate teams and youth groups. Available as a single-screen or double-screen lane.

Archery builds focus, balance and accuracy. With the right stance and a little practice, anyone can become a sharpshooter.

Family & Party Games

Multi-player games built for birthday parties, groups and families. Easy to learn, loud and social.

09 Interactive Boxing

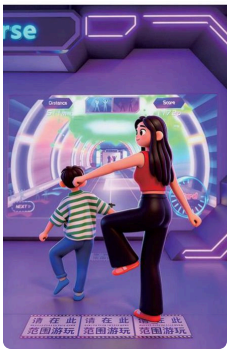




FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
4 × 3.5 × 3 m (13.1 × 11.5 × 9.8 ft)	1–3 players	3–5 min

Players punch lifelike silicone sparring dummies, and sensors match each hit to 3D on-screen action for a realistic boxing experience. A great stress reliever and a real workout.

10 Pose Rush COMPACT





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
2.54 × 2 × 2.6 m (8.3 × 6.6 × 8.5 ft)	1–2 players	3–10 min

Immersive 3D interactive content built on camera-based motion recognition. Players copy the poses shown on screen as shapes fly toward them. The closer the match, the higher the score. Builds body coordination, agility and reaction time, and is especially fun for younger players.

11 Hit the Target

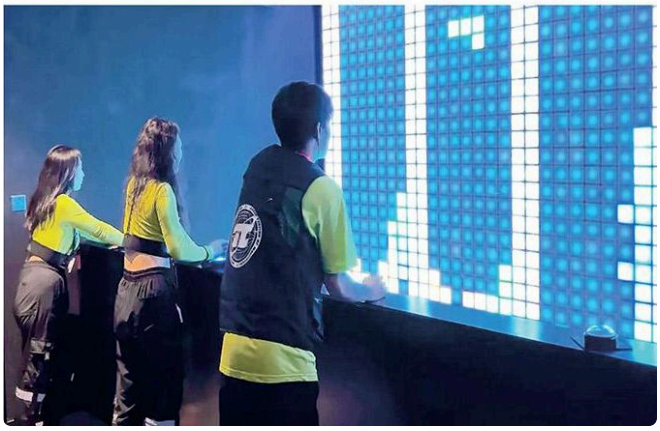




FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
4 × 4 × 3 m (13.1 × 13.1 × 9.8 ft)	1–6 players	3–15 min

The wall is covered with interactive light panels. Players throw balls to hit the panels as they light up, across several game modes such as memory and accuracy challenges. Builds throwing skill and memory. A brain-and-body game with plenty of challenge and a real sense of achievement.

12 Super Chase

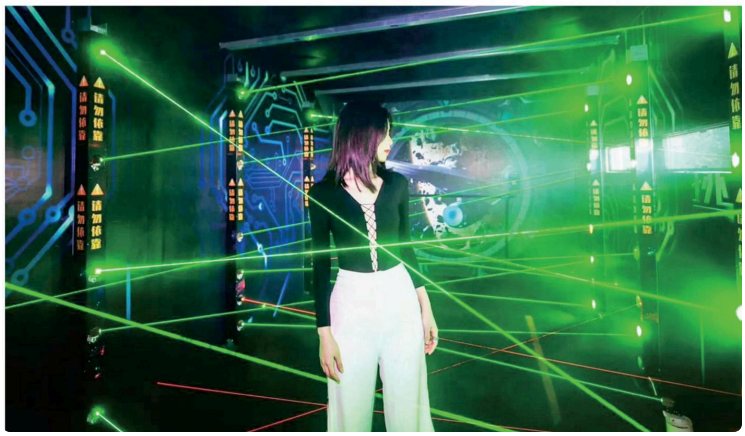


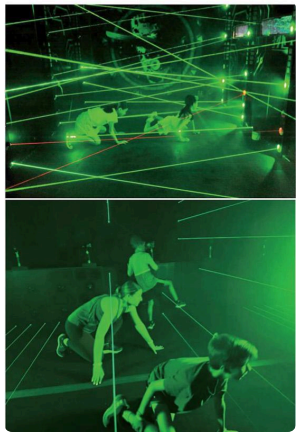


FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
4 × 4 × 3 m (13.1 × 13.1 × 9.8 ft)	1–4 players	3–15 min

Players work the hand console and foot pads against the clock, responding to the light patterns on the wall to clear each level. Hand-foot coordination and teamwork are key, and quick reactions sharpen the mind and body. A go-to attraction for team-building and group outings.

13 Laser Matrix





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
6 × 4 × 3 m (19.7 × 13.1 × 9.8 ft)	1–4 players	3–15 min

Laser beams shift position under program control while players weave through the grid to reach the finish. A favourite for entertainment venues and team-building events. Thrilling, challenging and a great stress reliever, it builds cooperation and reaction speed.

14 Floor is Lava





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
4 × 4 × 3 m (13.1 × 13.1 × 9.8 ft)	Multiple players	5 min

The playground game everyone knows, on a light-up floor. Tiles change colour and pattern, and players jump between safe tiles to follow the rules of each challenge.

Fast, loud and very social. It builds teamwork, coordination and reaction speed, and makes for great photos and videos.

15 Rapid Slingshot





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
4 × 4 × 3 m (13.1 × 13.1 × 9.8 ft)	1–2 players	3–5 min

Players pull back an oversized physical slingshot and launch at targets in a 3D on-screen world, with dramatic visual effects. Tense, exciting and a great stress reliever, it's a game players won't want to put down.

16 Arena Clear-Out Challenge COMPACT





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
3 × 3 × 3 m (9.8 × 9.8 × 9.8 ft)	1–2 players	3–10 min

Built for head-to-head play: each player works their own screen, clearing in-game items as fast as possible. The highest score wins, and the loser gets a blast of air from above as a 'penalty'.

Fast and tense, it builds reaction speed, coordination and body control, and always draws a crowd of onlookers.

17 Active Play (Step Game) COMPACT





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
1.6 × 0.98 × 1.65 m (5.2 × 3.2 × 5.4 ft) Height adjustable to 1.93 m (6.3 ft)	1 player	2–3 min

Players control on-screen characters and objects with their feet. Sensors pick up foot movement instantly and turn it into highly responsive control that adapts to each player, for a smooth, immersive experience.

18 9D Ocean Adventure Motion Theatre





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
94 m² (1,012 ft²) floor area	3–9 players	3–10 min

An upgrade on the classic 4D theatre that combines visuals with physical effects. A ride track and props create a full spectacle with HD 3D visuals and thrilling scenes: soaring into the sky one moment, diving under the sea the next. From their seats, riders feel as if they are crossing the Bermuda Triangle: riding huge waves, encountering pirate ships, facing terrifying sea monsters, surviving a smoky naval battle and gliding through a beautiful underwater world. A glasses-free ride from start to finish.

Arcade & Ride-On

Self-contained stations with a small footprint and short play times. They fit beside your main attraction, in a lounge or in a lobby corner and keep guests turning over.

19 Thunder Phantom Racing (Horse Riding Simulator) COMPACT





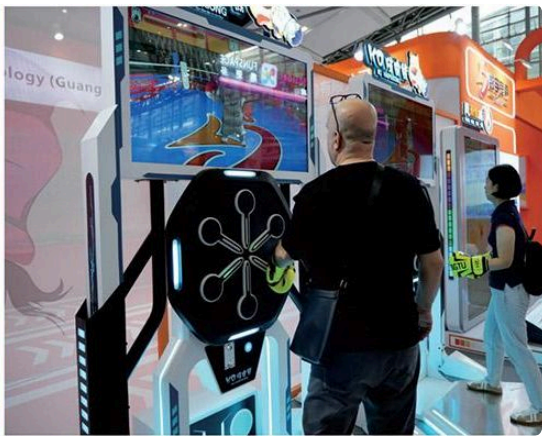
FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
2.54 × 2.1 × 2.77 m (8.3 × 6.9 × 9.1 ft)	1–2 players	3–5 min

A commercial attraction that combines immersive riding, head-to-head racing and tech-driven fun.

Built around two-player racing, it blends HD visuals, realistic motion and online competition into a horse-racing experience that is fun and social. Works in all kinds of commercial settings and is a strong crowd-puller for entertainment venues, shopping districts and family entertainment centres.

20 KO Happy Bear Boxing COMPACT





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
Standard: 1.5 × 0.9 × 2.5 m (4.9 × 3.0 × 8.2 ft) Wall-mounted: 0.97 × 0.23 × 2.5 m (3.2 × 0.8 × 8.2 ft)	1–2 players	3–10 min

The player's character makes their way through a cheering crowd to the ring, complete with animated moves and a referee. Players must hit the strike pad within the time limit to score points and clear each level, and the Happy Bear reacts to every punch. A fun, hands-on boxing experience.

21 Dartsbeat (Electronic Darts) COMPACT



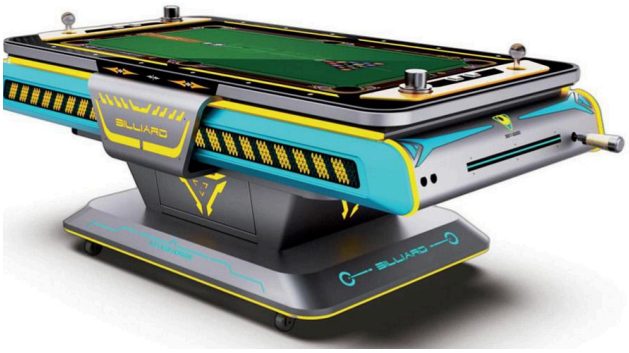



FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
2.4 × 2.2 × 2.4 m (7.9 × 7.2 × 7.9 ft)	1–2 players	3 min

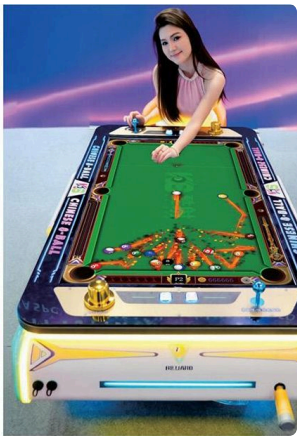
Electronic darts with automatic scoring and a full menu of games, including Cricket, standard match play, tournaments, practice and mixed matches.

Simple to run, quick to install and familiar to almost every guest. An easy add-on for a bar or lounge.

22 Interactive Billiards COMPACT







FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
Deluxe: 1.8 × 1 × 0.64 m (5.9 × 3.3 × 2.1 ft) Standard: 1.54 × 0.78 × 0.62 m (5.1 × 2.6 × 2.0 ft)	1–2 players	3–5 min

A billiards table with a digital layer. Built-in game modes and on-table graphics give beginners and regulars something new to play beyond a standard game of pool.

Fun, competitive and social, in deluxe and standard sizes. A natural fit for a lounge or bar area.

23 Mini Billiards COMPACT





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
1.2 × 0.53 × 1.2 m (3.9 × 1.7 × 3.9 ft)	1–2 players	3–5 min

A new spin-off of Interactive Billiards that blends the playful controls of a pinball machine with the strategic aiming of pool, for a fresh way to play. Its compact cabinet fits easily into arcades, mall locations, pool halls and family entertainment centres.

Sports & Fitness Bays

Room-sized bays for real sports and workouts, with motion tracking and large-screen graphics on top.

24 Passion Table Tennis



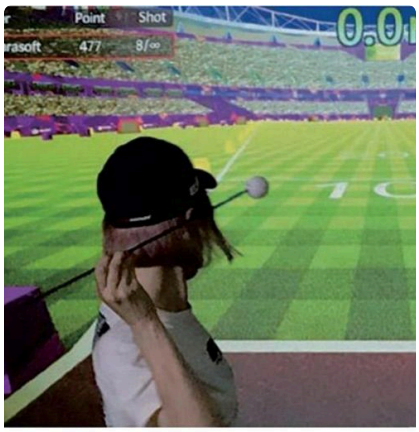


FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
5 × 3 × 3 m (16.4 × 9.8 × 9.8 ft)	1 player	3–5 min

Table tennis is played by all ages. This digital version pairs a ball-serving machine with a sensor recognition system: the machine serves from different angles so players can take on an opponent on the HD screen. A fresh take on the game that offers stress relief along with coordination and reaction training.

25 Interactive Javelin





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
5 × 4 × 3 m (16.4 × 13.1 × 9.8 ft)	1–2 players	3–5 min

Players throw a specially designed javelin at a large screen, which shows their result. A motion-video analyser provides smart coaching feedback, bringing AI-assisted javelin training indoors so anyone can enjoy the sport.

26 Cycling Simulator





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
4 × 3.5 × 3 m (13.1 × 11.5 × 9.8 ft)	1–4 players	3–5 min

Bikes linked to a 3D course on the big screen, with sensors tracking each rider. Ride solo or race as a group of up to four.

Combines fun, fitness and stress relief, and works well for groups of friends and team outings.

27 Interactive Rowing





FOOTPRINT (L × W × H)	PLAYERS	PLAY TIME
3.6 × 2.5 × 3 m (11.8 × 8.2 × 9.8 ft)	1–2 players	3–5 min

Sensors translate the player's real rowing motion into an immersive 3D race on screen. Play solo or race each other. A new kind of digital rowing that combines fun, fitness and stress relief, and a good fit for teens.

More Choices

More ways to round out a zone. Full photos, videos and details are available on request.



28 Interactive Soccer

6 × 4 × 3 m (19.7 × 13.1 × 9.8 ft)
1–2 players · 3–10 min

Cameras and infrared sensors track every kick in a 3D scene, with shot data and calories burned.



29 Interactive Basketball

6 × 5 × 3 m (19.7 × 16.4 × 9.8 ft)
1–4 players · 3–10 min

Multi-player shooting competition scored on accuracy, with HD 3D visuals. A step up from the classic arcade hoop.



30 Swimming Simulator

6 × 4 × 3 m (19.7 × 13.1 × 9.8 ft)
1–2 players · 3 min

Players lie on a swim bench and stroke through a three-leg race, coached on breaststroke, butterfly and freestyle.



31 Live Bowling

26.5 × 3.5 × 3 m (86.9 × 11.5 × 9.8 ft)
1–4 players · 3–6 min

Standard, game and challenge modes, multiple scenes and ball skins, bumpers and special effects for up to 4 players.



32 Immersive Shooting

Shooting lanes: 7 × 1 × 3 m (23.0 × 3.3 × 9.8 ft)
3-panel screen room: 5 × 4 × 3 m (16.4 × 13.1 × 9.8 ft)
1–4 players · 3–15 min

Olympic-style precision lanes or a three-panel wraparound screen room with 20+ shooting games.



33 Wild West Hunt (Cowboy Riding & Hunting)

COMPACT

3.4 × 2.4 × 2.5 m (11.2 × 7.9 × 8.2 ft)
1–2 players · 3–5 min

Two riders steer motion saddles across the wilderness, aiming a mounted game gun at targets on a 75-inch screen.



34 Wind & Waves (Interactive Surfing)

COMPACT

2.5 × 1.95 × 2.8 m (8.2 × 6.4 × 9.2 ft)
1–2 players · 3–5 min

Lean to steer through surfing or city-skateboard runs, with vibration feedback and a balance system for beginners.



35 Aurora Speed Run (Running Simulator)

COMPACT

2.71 × 2.57 × 2.85 m (8.9 × 8.4 × 9.4 ft)
1–2 players · 3–5 min

Two players run side by side through photo-realistic scenic courses, with online challenges and live leaderboards.



36 Rolling Ball Battle

COMPACT

2.58 × 1.65 × 2.5 m (8.5 × 5.4 × 8.2 ft)
1–3 players · 3–5 min

Three-player co-op and head-to-head game driven by big rolling-ball controllers, with themed levels and leaderboards.



37 Interactive Swing

5 × 4 × 3 m (16.4 × 13.1 × 9.8 ft)
1 player · 3–5 min

The projected scene changes with every swing, from forest to ocean. The faster the swing, the more vivid the show.

Running an Interactive Zone

Adding a zone to your centre

Start small
Two or three compact stations from Arcade & Ride-On, near the entrance or in the lounge, give waiting guests something to do.

Add an anchor
One Signature bay, such as golf, pickleball, baseball or skiing, gives guests a reason to book by the hour, especially in winter.

Build party packages
Pair a group game from Family & Party Games with a room booking or food package for birthdays, school groups and team events.

Ways to sell it

- Single-play passes and annual passes, for individuals, pairs and families
- Membership cards with sign-up promotions
- Food and drink sales alongside play
- Weekday daytime packages for corporate team-building groups
- Prizes, plush toys and souvenirs as add-on sales

Operating tips

- Family passes can cover a set group (for example, 2 adults + 1 child), with a top-up for extra people.
- Card-based play (optional card-reader system): guests tap a card at each station's reader to book a turn, then tap again to start.
- Daily leaderboards with prizes for the top three on each game bring players back.

Ace Brooks Corp.

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Next steps: book a hands-on demo at our Brooks showroom, and ask for a free floor-plan proposal for your space.

Pricing, lead times and site layouts are available on request.

Dimensions are approximate (length × width × height) and may vary by configuration. Imperial values are converted from metric. Most room-sized bays need about 3 m (9.8 ft) of clear ceiling height. Specifications are subject to change.