

BATTLEBALL

THE FUTURE OF ARCADE



INTRODUCTION

Battleball combines cutting edge technology, authentic Battleballs and the retro thrill of arcade gaming to create a fast paced, head to head competitive social experience.

Built as a fully scalable ecosystem, venues can add individual games to an existing operation or create an entire Battleball course of unique, highly replayable machines.

Developed with global operators and commercial performance in mind, Battleball is designed to drive repeat play, increase food and beverage spend and deliver consistent revenue alongside an unforgettable customer experience.

Designed and engineered in the United Kingdom, every product combines high manufacturing standards with the latest entertainment technology, built for venues around the world.





THE EXPERIENCE

The experience begins at the Battleball Kiosk, where each player receives their Battleball and a personal Battlepass. Linked to their profile and booking, the Battlepass is their key to accessing every machine across the experience.

Competing head to head with friends, family or new rivals, players take on a series of high energy battles. Each game tests a different skill, keeping the experience fast, varied and highly replayable.

Simple check in and check out, clear animated instructions and integrated drink holders keep gameplay effortless, encouraging guests to enjoy food and beverages throughout their visit.

As the competition builds, every score feeds into the Battleboard, an interactive digital leaderboard. Players can scan their Battlepass to view their rankings and compare performance across every game, fuelling friendly rivalry and giving them another reason to return.

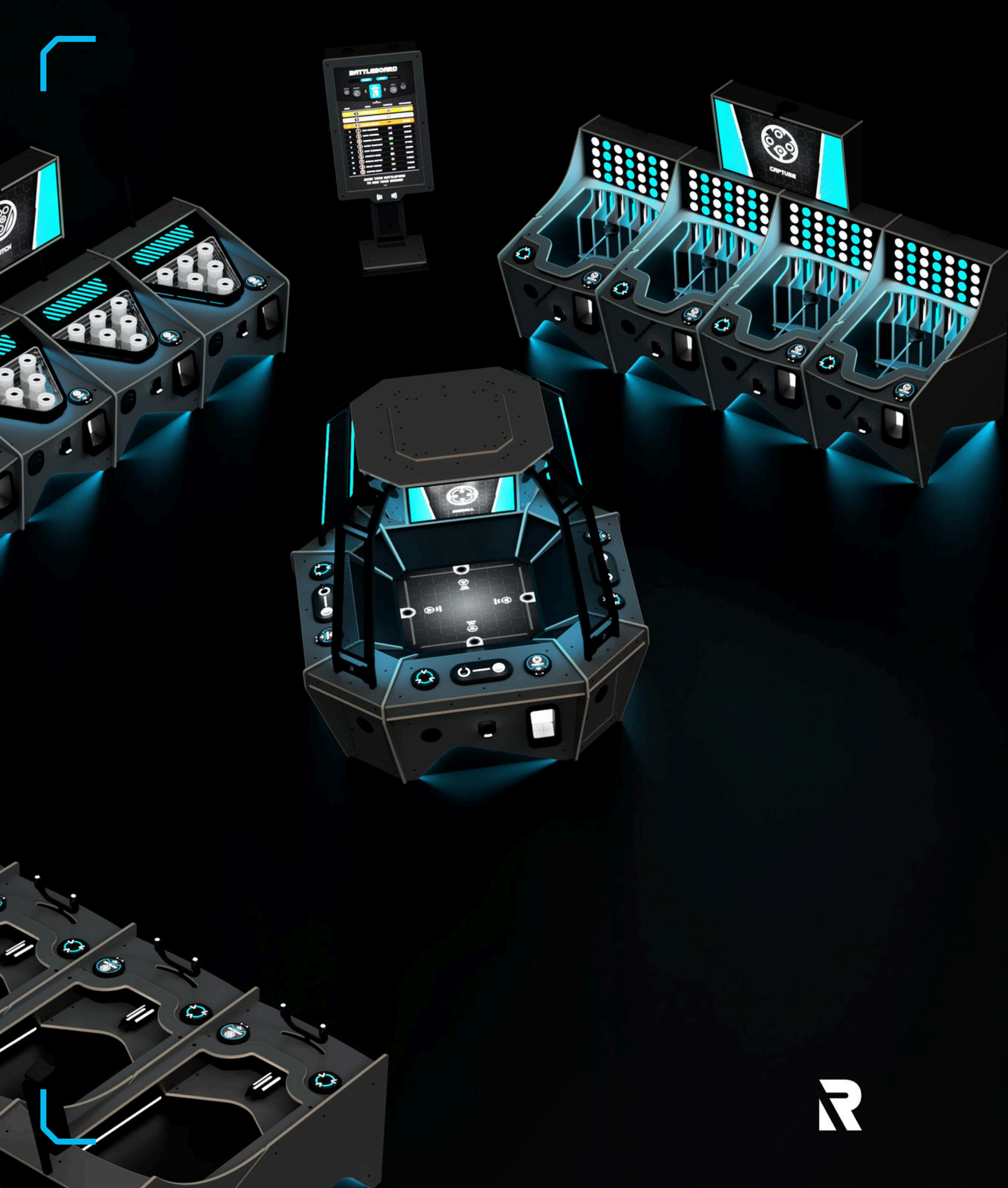




BATTLEBALL PACKAGES

Our Battleball packages pair recommended combinations of machines with carefully planned course layouts, making it easier to choose the right setup for your venue. Each package brings together a varied mix of challenges, with options to suit different spaces, audiences and group sizes.





BATTLEBALL

CORE

A complete package based on 5 of our most popular machines - players will enter an all encompassing experience with their Battleball, testing strategy, skill and patience.

Our Core package includes 2 Check-In Kiosks with Ball Dispensers and 1 Battleboard as standard, as well as 6 of our most popular games.

Each game features a four player machine and an overhead display system to provide instructions, in game feedback and live scoring throughout the experience.

20 Players
per session

96.2 sqm
required

5 x 4-Player Battleball Games

Price From £225,000

Pricing excludes shipping, installation
and any duties and/or taxes.



CORE SPECIFICATIONS

What's included?

2 x Check-In Kiosks

Two check in kiosks, both including ball dispensers, RFID card printers and all hardware and software required to create player profiles and check customers into the experience.

1 x Battleboard

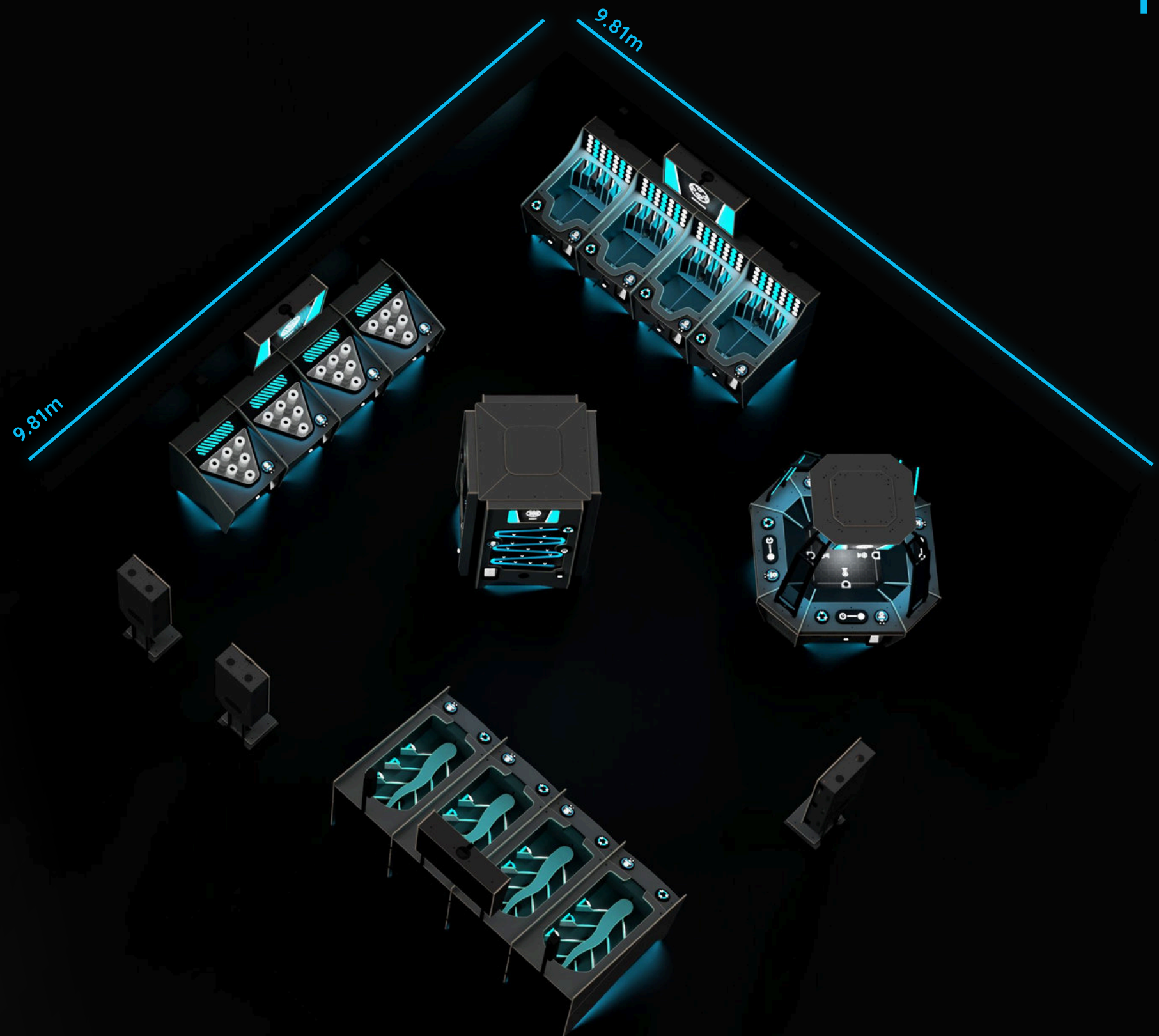
One Battleboard provides both local scoring on all machines in the venue as well as access to the global leaderboard platform.

1 x Server

One Server that connects every machine, kiosk and Battleboard, manages player sessions and scores, and keeps the experience running.

5 x 4-Player Machines

Including Overhead Display System





BATTLEBALL GAMES

The Battleball lineup offers a range of competitive challenges, with machines available in 4, 5 and 6 player variants. Combine any of the games featured in this section to build a course tailored to your venue's available space, audience and typical group sizes.





MATCH



FOCUS



IMPULSE



MENTAL

Players use their Battleball to complete a series of physical target challenges, matching illuminated targets with the colours displayed on screen.

Success relies on a combination of reaction speed, logic and physical accuracy, with the highest-performing player taking the lead.

Machine Footprint

1020mm x 1220mm (Per Player)

Available Configurations



Price From £9,900
Per Player





CAPTURE



CHAOS



IMPULSE



LUCK

Players control a responsive net to capture as many balls as possible, placing them into dynamic scoring zones positioned throughout the machine.

The objective is simple, achieve the highest number of successful captures within the allotted game time.

Machine Footprint
1020mm x 1460mm (Per Player)

Available Configurations

4
PLAYER

5
PLAYER

6
PLAYER

Price From £9,900
Per Player





REACT



TIMING



IMPULSE



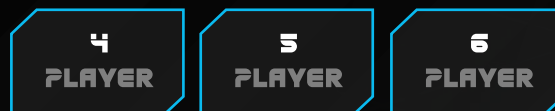
FOCUS

Players will use their Battleball each round to drop into a maze with interactive targets each time the ball passes the target, the players reaction speed will be tested.

Victory is claimed by the competitor who consistently reacts the quickest.

Machine Footprint
1720mm x 1720mm (4-Player)

Available Configurations



Price From £9,900
Per Player





BALANCE



ACCURACY



FOCUS



RISK

Players use a responsive paddle to guide their Battleball along a dynamic path, carefully controlling its movement before releasing it into a scoring zone.

Success depends on precision, timing and an understanding of how the ball reacts, with higher risk decisions offering greater scoring potential.

Machine Footprint
1020mm x 2120mm (Per Player)

Available Configurations

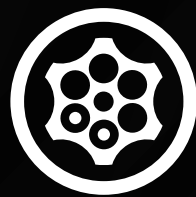
4
PLAYER

5
PLAYER

6
PLAYER

Price From £14,900
Per Player





REVOLVER



MENTAL



STRATEGY



ACCURACY

Players will operate an air-powered shooting system to fire their Battleball at dynamic targets to compete with their opponents in a fast paced game demanding accuracy and speed.

Score big by being fast, precise and knowing when not to shoot.

Machine Footprint

1020mm x 2120mm (Per Player)

Available Configurations

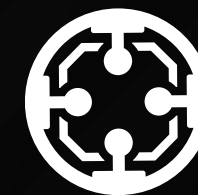
4
PLAYER

5
PLAYER

6
PLAYER

Price From £14,900
Per Player





DIGIBALL



CHAOS



STRATEGY



RISK

Players will enter their Battleball into the machine - giving them the key to digitally control their position in the play area using a fully interactive joystick.

To score points here, you'll need to be comfortable with a joystick and be very strategic.

Machine Footprint
2400mm x 2400mm

Available Configurations



Price From £14,900
Per Player



MULTI-PLAYER CONFIGURATIONS

Most Battleball machines are available in 4, 5 and 6-player configurations, with the exception of models designed for a fixed player count. This flexibility allows you to build your line up around your target throughput, average booking size, allocated floor space and budget, tailoring the scale of your Battleball experience to suit your venue and commercial goals.



6 PLAYER

Bring up to six players together on each game for a shared competitive experience. Well suited to larger families, groups of friends and corporate bookings, keeping more of the group in the game.

5 PLAYER

Accommodating up to five players per game, this configuration balances capacity with footprint. A flexible choice for family venues and mixed booking sizes, giving larger groups room to play together.

4 PLAYER

Designed for up to four players per game, this compact configuration is well suited to couples and smaller groups. Ideal for venues with limited floor space or smaller average bookings, it delivers the full Battleball experience within a reduced footprint.





HARDWARE PACKAGE

Our complete hardware package brings the entire Battleball experience together. It includes a local leaderboard with access to the global scoring platform, check in kiosks for bookings, player profile creation and automated dispensing of player cards and Battleballs. A dedicated server connects and powers every machine across the course, enabling seamless multiplayer gameplay and real time score tracking.

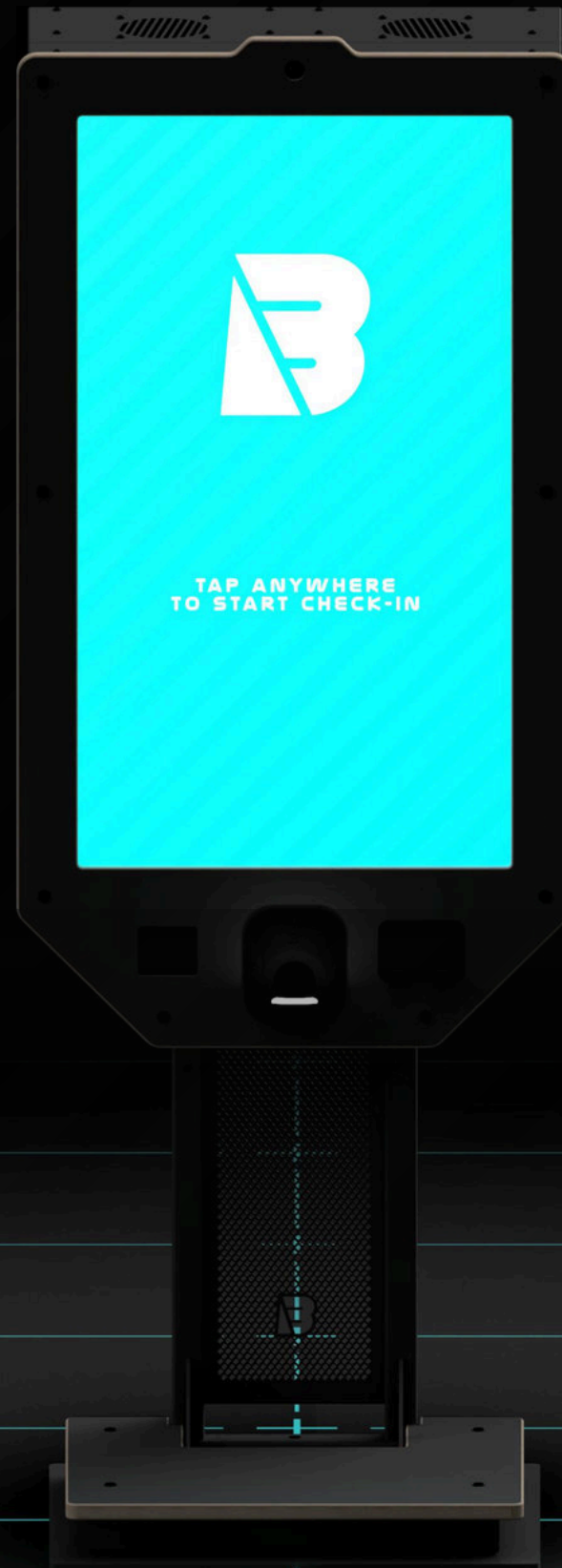


CHECK-IN KIOSK

The Check-In Kiosk is the first touchpoint in the Battleball experience, giving players a fast, fully self service way to check in, create their profile and receive everything they need to start playing.

Inside, our proprietary ball storage and dispensing system automatically delivers each player's Battleball, ready for their first game. Built in RFID card printing and encoding technology prepares personalised player cards, bringing digital check in, ball collection and card issue together in one self service kiosk.

Designed to integrate with venue booking systems, it reduces staff involvement while creating a smooth, intuitive journey from arrival to gameplay.



Seamless Self Check-In

Players can enter or scan their booking details and move through the process without staff assistance.

Player Profile Creation

Capture player names, avatars, email addresses and optional profile photos directly at the kiosk.

Battlepass & Battleball Dispensing

Each player receives a uniquely encoded and printed RFID Battlepass alongside their Battleball.

Built for Integration

API connectivity, QR scanning and onboard camera hardware make the kiosk easy to connect into the wider venue experience.

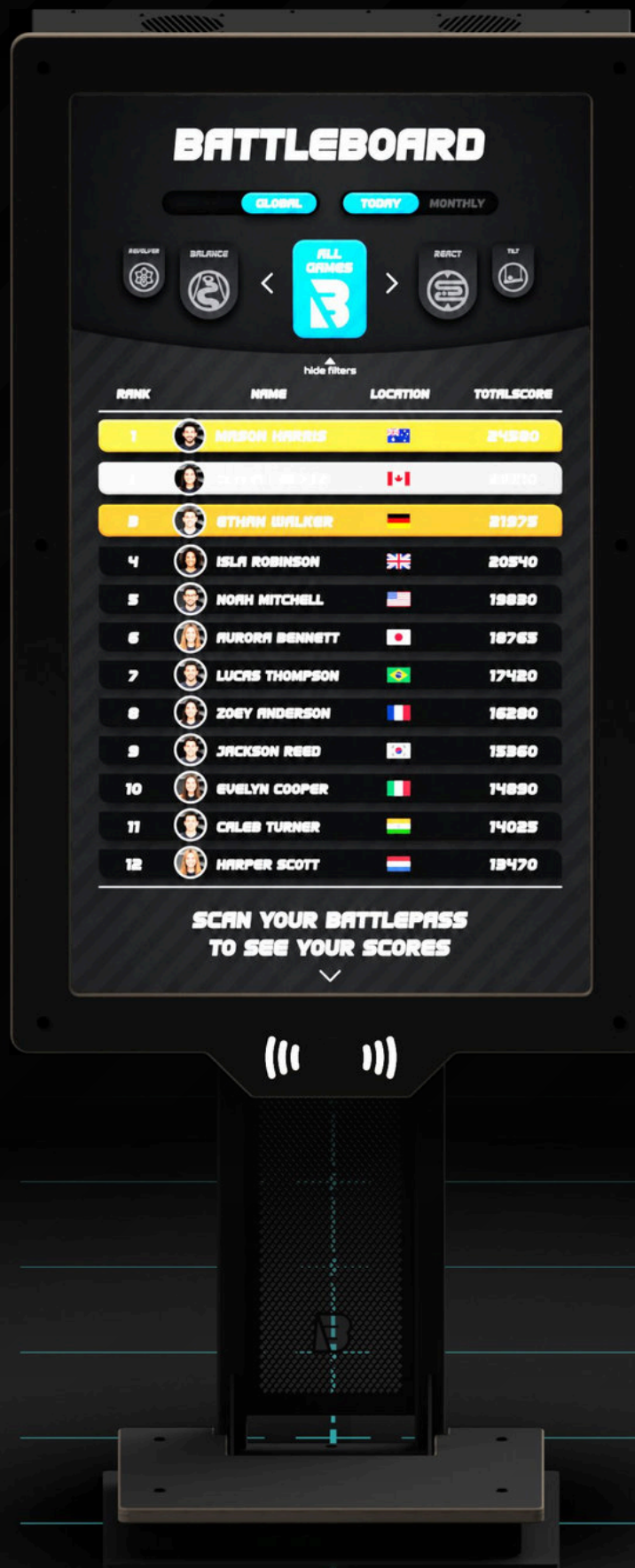


BATTLEBOARD

Battleboard is Battleball's live global leaderboard, giving your venue direct access to worldwide competition across the Battleball network.

Players can compare their total scores and individual game results against those from participating locations worldwide, placing your venue within a shared global ranking system. This expands competition beyond individual bookings and local results, providing an ongoing incentive for players to return, improve their performance and progress through the rankings.

Operators retain full control over how their venue participates. Global rankings can be disabled for exclusively local scoring, or selected locations within an operator's own network can be linked through a shared, multi-venue leaderboard.



Venue-wide Scoring

One central leaderboard for every connected Battleball game.

Local to Global Competition

Link individual venues, multi site operators or Battleball locations worldwide.

Instant RFID Score Check

Players can scan their Battlepass to quickly view their personal scores and rankings alongside friends and opponents.

Freestanding & Flexible

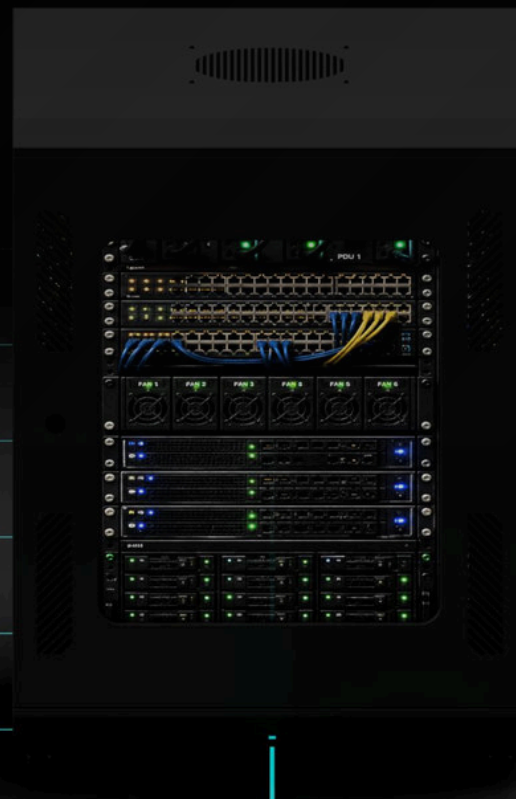
A standalone unit that can be positioned wherever it has the greatest impact within the venue.



SERVER

The Rivals Server is the operational core of every Battleball venue. Installed on site, it connects every machine, kiosk and Battleboard, managing player sessions, scores and game data through one central system. Local storage and processing allow gameplay to continue even if the venue loses its internet connection, reducing reliance on cloud services.

The server also feeds real time machine status, usage and performance data into Rivals Hub, giving operators a clear overview of venue activity. Software updates are applied automatically on reboot, keeping the system current with minimal input from venue staff.



One System, Every Machine

All Battleball hardware communicates through the server, keeping players, sessions and scores connected across the venue.

Local First Operation

Games, player data and media are stored and processed on site, allowing the venue to continue operating without relying on the cloud.

Live System Data

Machine status, usage and performance data are collected in real time and fed into Rivals Hub for venue monitoring and management.

Automatic Updates

Software updates are deployed securely and applied on reboot, keeping the system current with minimal input from venue staff.

RIVALS HUB

Rivals Hub is the central venue management platform for the entire Battleball experience. From bookings and machine status to player accounts, analytics and technical support, it gives venue teams complete visibility and control from one simple interface.

Live Venue Overview

Monitor machine status, usage, busy periods and performance across the entire venue.

Bookings & Player Management

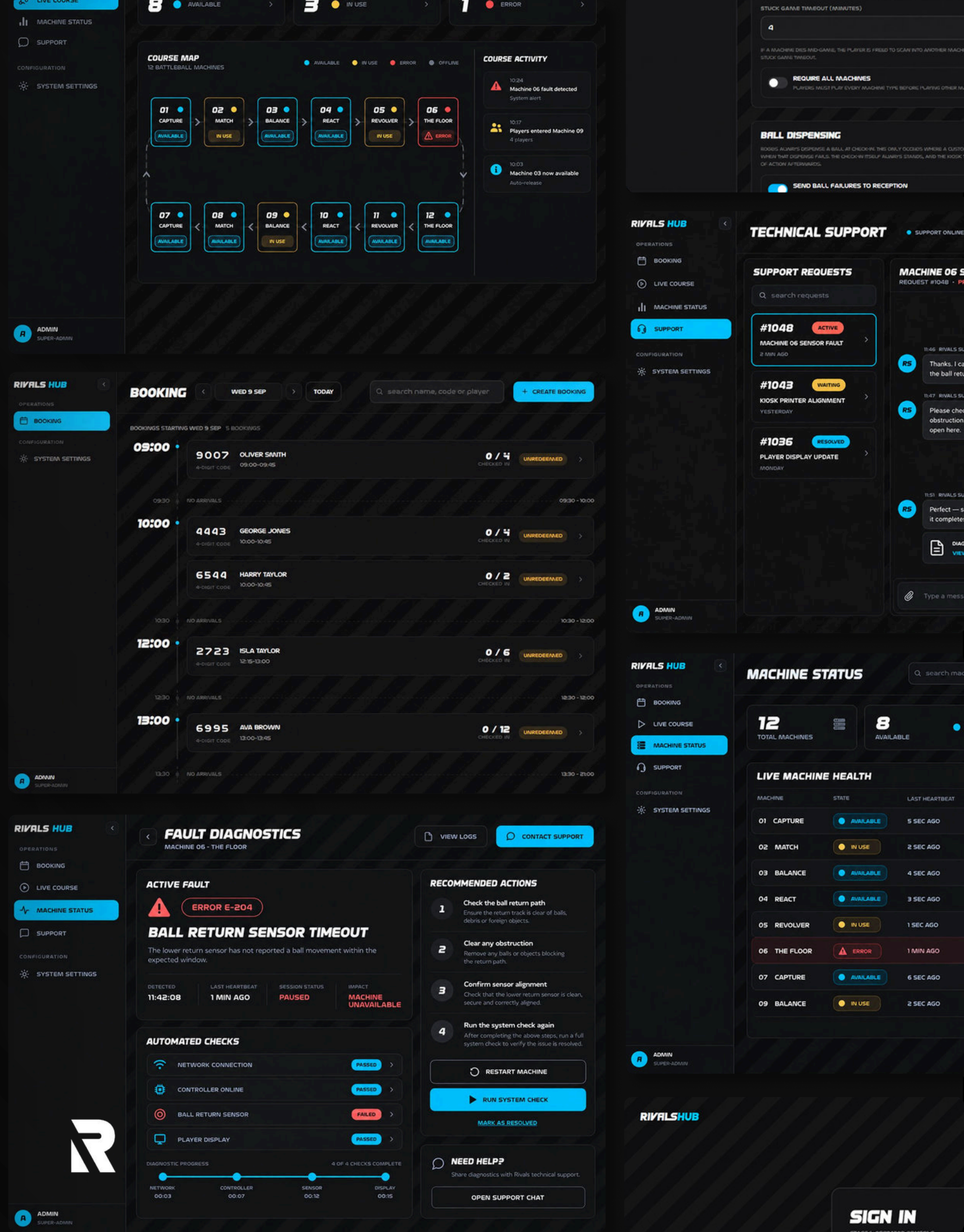
Manage bookings, edit player profiles and control individual user accounts.

Support & Diagnostics

Access machine error reports, basic diagnostics and direct support from the Rivals team.

Analytics & Marketing

Review venue and machine data, while managing marketing email permissions captured through the check in kiosk.



GAME INSTRUCTIONS

Every Battleball game has its own instructions, shown on the overhead display when players check in. Each guide explains how to play and how the game's unique sabotage works, giving players the confidence to get started and keeping the experience easy to learn from the first visit.

Brought to Life in 3D

3D animations, clear on screen text and custom voiceover work together to show players exactly how to play.

One Consistent Style

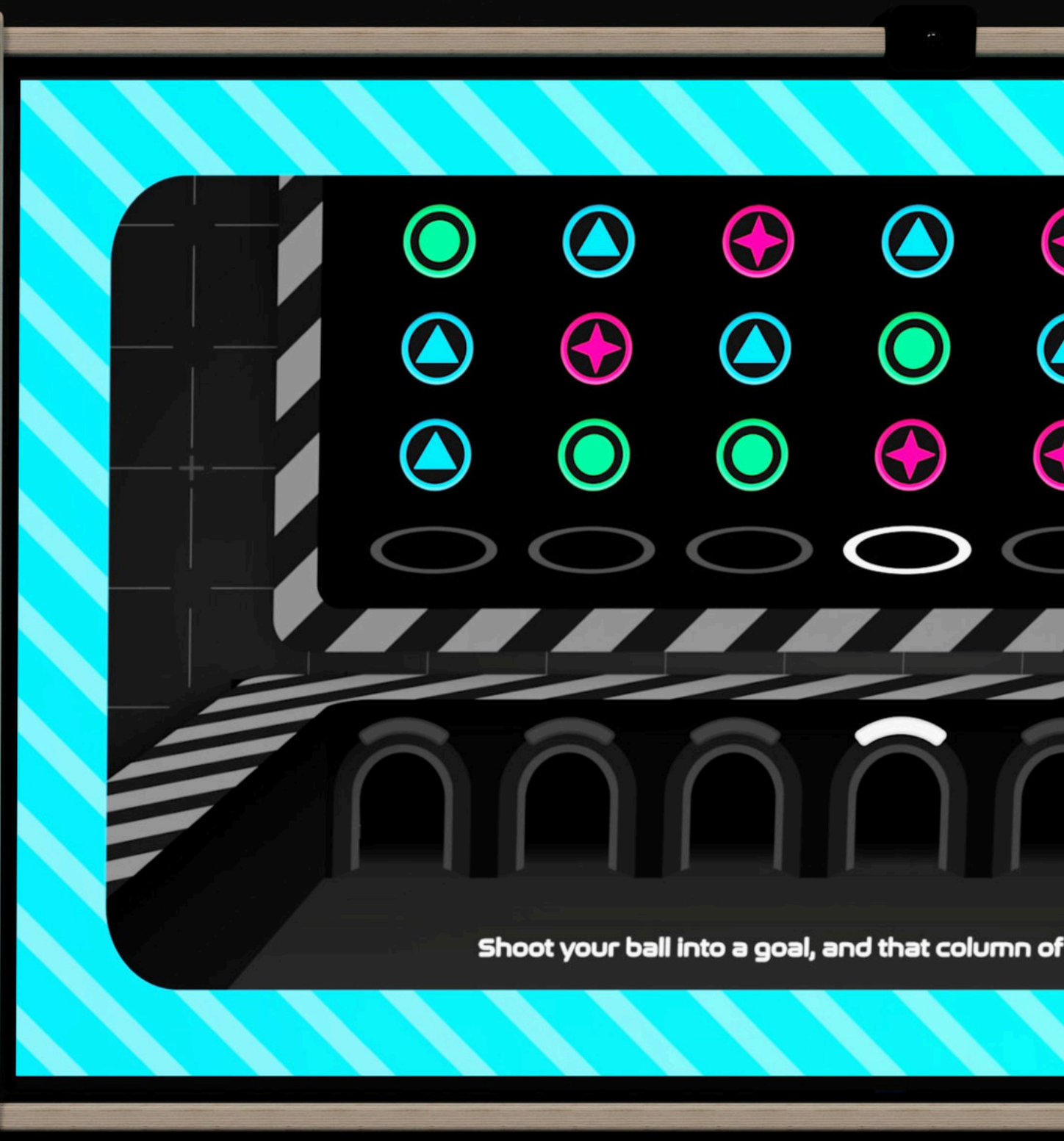
Instructions are tailored to each game, with a consistent visual style and voice across the entire course.

Vote to Skip

Every player can vote to skip the instructions, allowing experienced groups to get straight into the game.

Built for Staffless Play

Easy to follow guidance helps players of all ages learn independently, reducing the need for staff assistance.



USER INTERFACE

Every Battleball touchpoint has been designed as part of one connected user experience. From check in and machine interaction through to the Battleboard, players move through a consistent, intuitive interface that keeps the focus on play while reducing the need for staff intervention.

One Connected Experience

A consistent UI and UX across the Check-In Kiosk, machines and Battleboard makes every touchpoint feel like one product.

Designed for the Player

Clear navigation and simple interactions keep players moving through the course with minimal assistance.

Built for Staffless Operation

Intuitive interfaces help reduce operator input and support a more automated venue experience.

Fully Customisable

UI colours can be tailored to complement your chosen machine style, lighting and Battlepass colourways.



THE BATTLEPASS

The Battlepass is each player's unique key to Battleball. Linked to their profile and booking, it checks them into every game and automatically records their scores.

Players can scan their Battlepass at the Battleboard to view rankings and compare performance across every game.

Player Unique

Linked to each player's profile and ID.

Score Tracking

Automatically records performance across the course.

Venue Colourways

Available in colours matched to your chosen Battleball machine style.





PERSONALISED PLAYER PROFILES

Every player can personalise their Battleball identity at the check in kiosk. They can choose an avatar or take their own photo, create their own player name or generate one at random, and carry that identity with them throughout the full experience.

Create Your Identity

Choose an avatar, take a photo and create or generate a unique player name.

Fuels Competition

Profiles make scores and rankings instantly recognisable between friends and opponents.

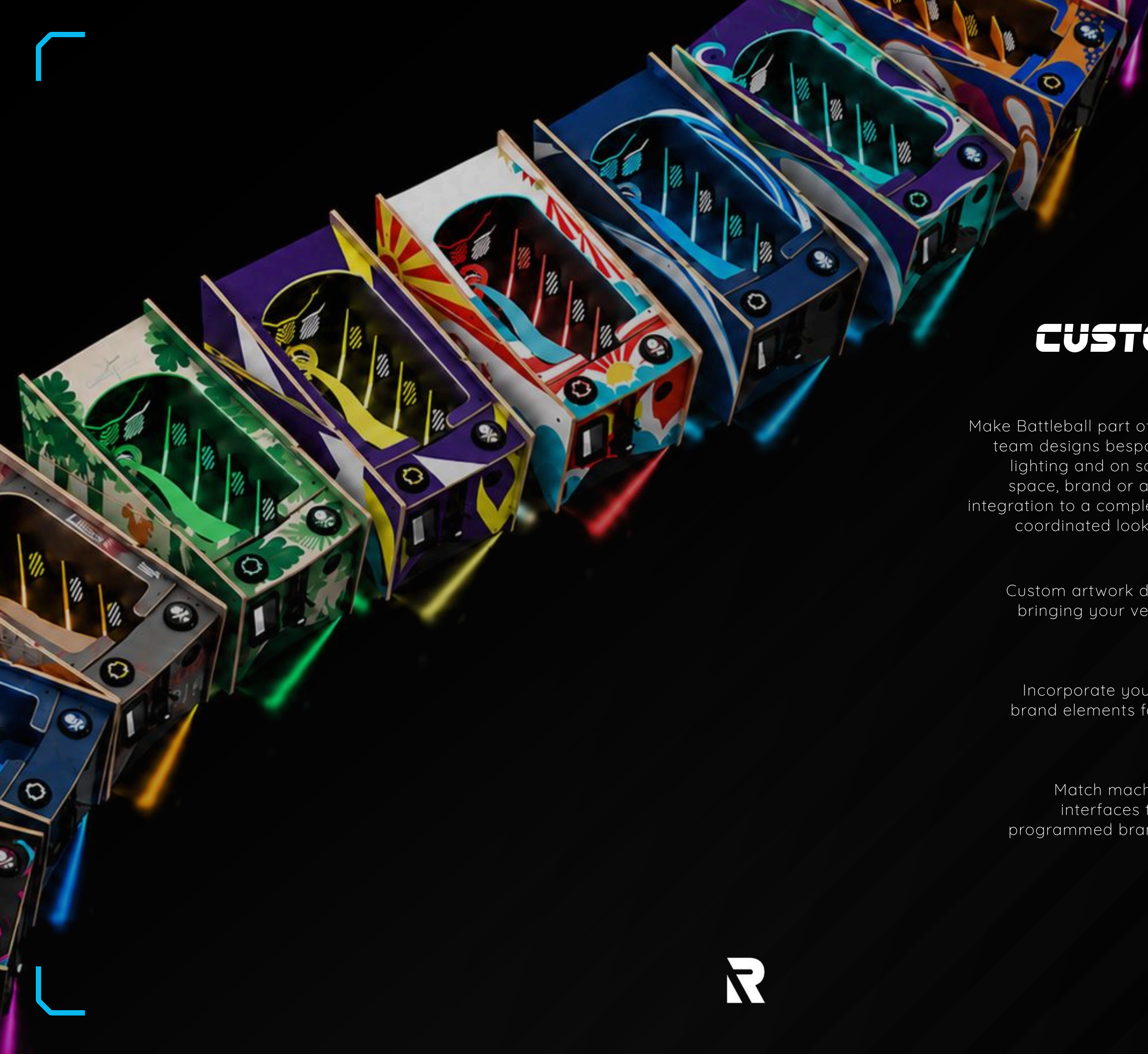
Follows the Player

Each profile stays with the player across every game and through to the Battleboard.

Marketing Capture

Players can optionally provide their email address for venue marketing, future engagement and easy return play.





TOTAL CUSTOMISATION

Make Battleball part of your venue's identity. Our team designs bespoke machine skins, colours, lighting and on screen branding to suit your space, brand or activation. From subtle logo integration to a complete 90s theme, we create a coordinated look across your entire course.

Bespoke Machine Skins

Custom artwork designed around your brief, bringing your venue's style or campaign to every machine.

Your Colours & Branding

Incorporate your colour palette, logos and brand elements for a consistent look across the course.

Coordinated Lighting & UI

Match machine lighting and on-screen interfaces to your chosen theme, with programmed branding that can be updated.



DELIVERY & INSTALLATION

All Rivals products are manufactured in the United Kingdom and engineered for reliable delivery and installation worldwide. From protective shipping crates and freight planning through to on-site commissioning and staff training, we provide a complete route from our factory to a fully operational venue.

Built for Global Shipping

Custom wooden crates protect every product throughout road or sea freight.

Designed for Easy Handling

Removable panels provide dedicated forklift and pump truck access points.

On-Site Installation

Our team can complete installation, positioning and full system commissioning in your venue.

Training & Handover

Venue teams receive on site training to ensure confident operation from day one.



COMMERCIAL OVERVIEW

An illustrative commercial model for **Battleball Core**, showcasing an example of initial investment, ticket sales potential and an estimated payback period.

CORE PACKAGE INVESTMENT

£225,000

NET PACKAGE COST

The total cost of the Battleball Core package, including 5 unique Battleball games and the hardware package.

SPACE REQUIREMENT

96.2m²

RECOMMENDED SPACE IN VENUE

The minimum space recommendation for a Battleball Core package set-up and all required operational hardware.

PLAYER CAPACITY

20 / Session

MAXIMUM PLAYERS PER SESSION

The maximum players that can play the course per session, based on 5 x 4-player machines.

MONTHLY LICENSING COSTS

£450 / Month

HARDWARE AND SOFTWARE LICENSING

The monthly cost of hardware and software licensing for a Battleball Core package.

ANNUAL REVENUE

£353,685

TICKET SALES PER YEAR

The annual revenue based on **£15** per player per 45-minute session, **17** sessions per day @ assumed **19%** occupancy.

ESTIMATED PAYBACK PERIOD

7.8 Months

PERIOD TO RETURN HARDWARE INVESTMENT

The estimated payback time based on financials indicated in this model, excluding any additional overheads or costs.

Figures are illustrative and not guaranteed. Costs exclude shipping, installation, training, taxes and duties. The recovery period deducts the monthly licence fee only; all other operating costs and food and beverage income are excluded. Actual results depend on attendance, pricing and venue costs.



WHERE IT BELONGS

Battleball is designed to fit seamlessly into any venue, from cruise ships and holiday parks to bars, family entertainment centres and multi-activity venues.

With flexible layouts, a modular game lineup and customisable branding, each course can be tailored to your space and audience—whether it's complementing existing attractions or taking centre stage in a dedicated Battleball venue.



Holiday Parks



Cruise Ships



Multi-Activity and FEC Venues



Standalone Venues



Other Leisure



BUILD IT YOUR

[Contact us](#)

BUILD

BATTLEBALL COURSE BUILDER

BUILD YOUR COURSE

Choose your games, explore the numbers, then contact our team.

1 Choose games

2 Financials

DISPLAY CURRENCY

GBP

USD

Prices are quoted in GBP. USD figures are estimates and should be checked before a quotation or order is confirmed.

VENUE ESSENTIALS

COMPLETE YOUR COURSE

Every course includes one required Hardware Pack. Add optional extra Battleboards or check-in kiosks here if your venue needs them.

ESSENTIALS PACK

The required control system for every Battleball course.

Required

£29,000

1 server • 1 Battleboard • 2 check-in kiosks

BATTLEBOARD

Live scores, rankings and results.

Optional extra

Extras

0

+

£5,500

each additional unit
21 m² planning area

1 included in the Hardware Pack

CHECK-IN KIOSK

Player check-in and ball collection.

Optional extra

Extras

0

+

£3,000

each additional unit
18 m² planning area

2 included in the Hardware Pack

YOUR COURSE

Reset

LIVE SUMMARY

Player positions 0	Equipment price £29,000 includes £20,000 hardware
Yearly revenue £0 Net ticket • food & drink	Estimated footprint 5.7 m² Games, player zones, clearances • hardware

Game banks	0
Games	00
Hardware total	£29,000

View detailed financials →

HARDWARE TOTAL

£29,000

No optional extras selected

The Hardware Pack is included in your equipment total and includes the Battleball server.

ONLINE COURSE BUILDER

Design a Battleball course around your venue, budget and operational requirements. Select from available machines, build your ideal course and explore different configurations before speaking with our team.

BUILD NOW

FINANCIAL CALCULATOR

Create a tailored financial projection for your Battleball course using your own venue assumptions. Adjust variables such as pricing, occupancy, operating days and costs to estimate revenue, profitability and projected return on investment.



GET IN TOUCH

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