Olympic Sports

OLYMPIC SPORTS

Amusement Park

2024
Collection

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Digital Foosball Table

Description:

The Digital Foosball Table features a robust design with a lockable, gas-assisted glass door and aluminum profile, divided into two separate upper and lower sections. The display is integrated beneath the glass playing surface. The ball is introduced onto the playing field via a lift mechanism and is not accessible to players during play. The rods are piston-style, and the handles are made from non-slip material.

The game features displays at the playing field that show a 5-second countdown and the number of goals scored. Game settings, including time and goal count, are adjusted using a remote control. The table is illuminated with perimeter and floor lighting, with dynamic light effects triggered upon scoring a goal. Additionally, the sound options include goal announcements, musical effects, and all settings are provided with voice guidance.

Dimensions:

- Length: 73 cm
- Width: 136 cm

Features:

- Glass Door: Lockable and gas-assisted, for easy access and secure play.
- Display: Integrated beneath the glass surface for time and score.
- Ball Lift System: Ensures the ball is not accessible to players during the game.
- Piston Rods and Non-Slip Handles: For enhanced gameplay control.
- Perimeter and Floor Lighting: Illuminates the table and activates light effects when goals are scored.
- Audio Options: Includes goal announcements, musical effects, and voice-guided settings.
- Remote Control Settings: For adjusting time and goal counts.

This digital foosball table combines advanced features with engaging gameplay, providing an immersive experience for players.

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Basketball Game

Description:

The basketball game features a metal frame and chassis, with the base, walls, and body made of MDF (Medium-Density Fiberboard). The base and walls are illuminated with LED lighting. The game includes a standard metal basketball hoop and three displays showing time, score, and the target score. The game is designed for single-player mode.

Gameplay:

Upon starting the game, the player is given five basketballs. The objective is to score points by shooting the balls into the basket. If the player's total score reaches 30 points, the basketball hoop starts moving horizontally, making it more challenging to score. The game includes a ball retriever system, ensuring that balls are only accessible when the game is active and preventing balls from being thrown out of the play area. After each shot, the ball returns to the player for continuous play.

Dimensions:

- Length: 2.85 meters
- Height: 2.81 meters
- Width: 1.31 meters
- Depth (Width): 1.21 meters
- Depth (Length): 2.34 meters

8-Foot Full-Option Air Hockey

Description:

- **Dimensions: 2.30 x 1.30 meters (two-player)**
- **Turbo Fan: Equipped with twin turbo fans for smooth and fast gameplay.**
- **Display: 7-centimeter display for clear visibility of scores and game status.**
- **Ball Catcher Option: Ensures the puck is always in play and easy to retrieve.**
- **Sound Options:**
    - **Side hit sound**
    - **Goal announcement sound**
    - **Winner announcement sound**
    - **Persian-speaking settings**
    - **Musical accompaniment**
- **Lighting Options: Illuminated edges around the playfield for an enhanced visual experience.**

Hand Speed Game (2 Players)

Description:

The Hand Speed Game is a physical activity game with dimensions of 90 cm x 120 cm. It features a plexiglass surface with a metal chassis and base. The game is designed for 2 players. It includes 21 buttons: 1 yellow button for starting the game, and 10 buttons each for Player A and Player B. The panel also has three displays: two showing the scores of each player and one showing the remaining time.

Gameplay:

In this speed game, the buttons light up randomly, and players must quickly press the lit buttons to turn them off and earn points. Pressing the wrong button results in a penalty, deducting one point per mistake. This game tests players' hand speed and reflexes. The player who correctly hits the most lit buttons within the given time wins the game.

Device Settings:

The device settings are adjusted with voice guidance, offering two game scenarios: time-based or hit-based. It allows customization from 1 to 999 hits and from 1 to 9999 seconds. Players can also set the game to a combination of time and number of hits. The device is compatible with coin or ticket dispensers and includes 10 musical themes and light shows.

Key Features:

- **Material: Plexiglass surface, metal chassis, and base**
- **Buttons: 21 total (1 for start, 10 each for Player A and B)**
- **Displays: 3 (two for scores, one for time)**
- **Gameplay: Speed and reflexes challenge**
- **Adjustable Settings: Voice-guided, customizable time and hit limits**
- **Compatibility: Coin or ticket dispensers**
- **Additional Features: 10 musical themes, light shows**

This engaging and dynamic game is perfect for testing and improving players' hand speed and reflexes in a competitive 2-player setting.

Hand Speed Game (4 Players)

Description:

The Hand Speed Game is a physical activity game with dimensions of 120cm x 120 cm. It features a plexiglass surface with a metal chassis and base. The game can be played individually or with up to 4 players. The setup includes 33 buttons: 1 yellow button for starting the game, and 8 buttons each for Player A, Player B, Player C, and Player D. The panel also has four displays, each showing the score of one player. Additionally, there are circles next to the displays indicating the remaining game time; as the circles' lights turn off, the game time is running out.

Gameplay:

In this speed game, the buttons light up randomly, and players must quickly press the lit buttons to turn them off and earn points. Pressing the wrong button results in a penalty, deducting one point per mistake. This game tests players' hand speed and reflexes. The player who correctly hits the most lit buttons within the given time wins the game.

Device Settings:

The device settings are adjusted with voice guidance, offering two game scenarios: time-based or hit-based. It allows customization from 1 to 999 hits and from 1 to 9999 seconds. Players can also set the game to a combination of time and number of hits. The device is compatible with coin or ticket dispensers and includes 10 musical themes and light shows.
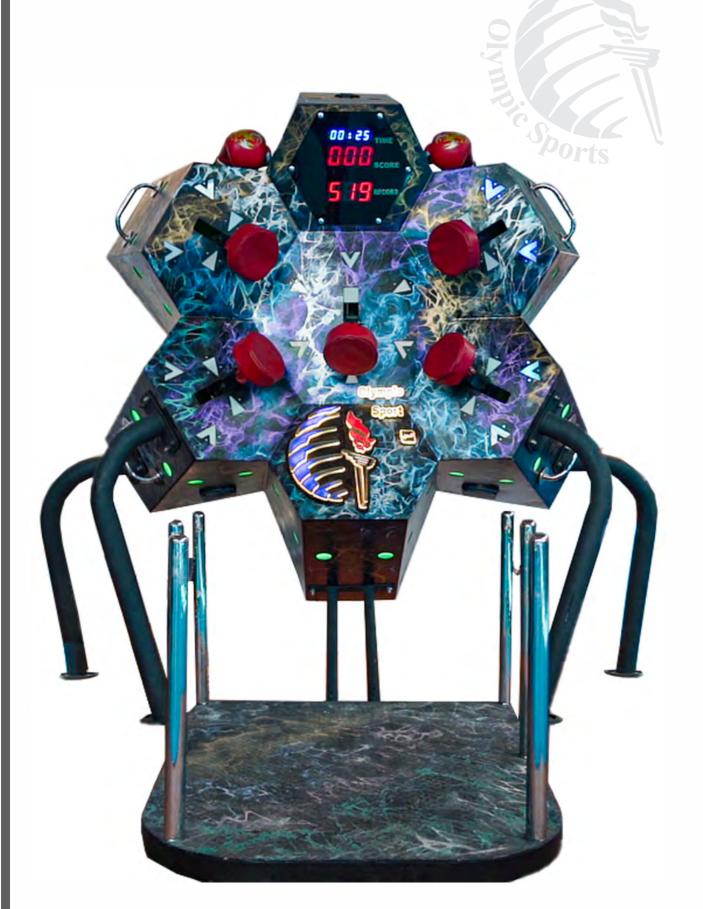
Key Features:

- **Material: Plexiglass surface, metal chassis, and base**
- **Buttons: 33 total (1 for start, 8 for each player)**
- **Displays: 4 (one for each player's score)**
- **Gameplay: Speed and reflexes challenge**
- **Adjustable Settings: Voice-guided, customizable time and hit limits**
- **Compatibility: Coin or ticket dispensers**
- **Additional Features: 10 musical themes, light shows**

This engaging and dynamic game is perfect for testing and improving players' hand speed and reflexes in both individual and group settings.

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Boxing Five-Mitt Device

Description:

The Boxing Five-Mitt device, inspired by the ideas of Asian champion Morteza Shiri, known as the "Asian Kelly," and Olympic Sport technology, serves dual purposes for both recreational and professional boxing training. Initially conceived by the Asian champion for professional-level training and boxing clubs, its professional version was developed by the Olympic Sport technical team. However, due to the high appeal of boxing, a recreational version was also created for amusement parks and entertainment centers. The device's mechanical base and mitt design aim to simulate left and right hooks and uppercuts as closely as possible to sports standards.

In terms of electronics and sensors, it is the first Five-Mitt boxing device in the entertainment industry capable of measuring punching power and speed. During the game, the correct punching location changes with each hit, requiring the player to find and strike the new target. This feature measures accuracy, speed, and punching power, all of which contribute to the player's score. Compared to the traditional pear-shaped boxing machines in amusement parks, which only measure punching power in one spot, this design is significantly more comprehensive.These differences make it a unique and highly attractive device for boxers.

The professional version also includes the capability for a coach to input a customized training program into the device, tailored to each player's strengths and weaknesses.

Specifics:
- Inspired by Asian champion Morteza Shiri
- Dual-purpose for recreational and professional use
- Professional and recreational versions available
- Simulates left and right hooks and uppercuts to sports standards
- First Five-Mitt boxing device measuring power and speed
- Changing target locations for enhanced training
- Measures accuracy, speed, and power
- Custom training programs in professional version
- Significantly more comprehensive than traditional boxing machines

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Memory Speed Game

Description:

The Memory Speed Game device features two types of gameplay: Speed Game and Memory Game, available in three levels of difficulty (Easy, Medium, and Advanced). The Memory Speed panel is made of plexiglass, and its base is metal. It includes 23 buttons: 3 yellow buttons for game start and settings selection (between Memory and Speed modes), 10 buttons for Player A, and 10 buttons for Player B. The panel also has three displays: two for showing each player's scores and one for the remaining time.

Speed Game:

In the Speed Game, the buttons light up randomly, and players must press the lit buttons to turn them off and score points. Hitting the wrong button results in a penalty, deducting one point per mistake. The game challenges the players' hand speed and reflexes. The player who presses the most lit buttons correctly within the given time wins the game.

Memory Game:

In the Memory Game, lights will turn on, and players must memorize the pattern. After the lights go off, players have to replicate the pattern by pressing the corresponding buttons. The number of lights and game speed increase with each round, testing the players' memory and speed.

Memory Game:

The device settings can be adjusted with voice guidance, offering two game scenarios: time-based or score-based. It allows customization from 1 to 999 points and from 1 to 9999 seconds. Players can also set the game to a combination of time and the number of hits. The device is compatible with coin or ticket dispensers.

Key Features:

- Material: Plexiglass panel, metal base
- Buttons: 23 total (3 for settings, 10 each for Player A and B)
- Displays: 3 (two for scores, one for time)
- Gameplay: Speed and Memory modes, with increasing difficulty
- Adjustable Settings: Voice-guided, customizable time and score limits
- Compatibility: Coin or ticket dispensers

This versatile and engaging device offers both memory and speed challenges, making it suitable for a variety of players and settings.

Foot Speed Game

Description:

The Foot Speed Game is made from 10 mm tempered glass with touch sensors, adjustable to 15 levels of sensitivity. Each side can bear up to 200 kilograms. This game is designed to test foot speed and reflexes. It is a two-player game where lights randomly turn on and off. Players must turn off the lights with their feet to score points. If a player hits the wrong light, they receive a penalty and lose points. The game challenges players' reflexes, and the player who successfully turns off the most lights wins.

Gameplay:

Players compete by stepping on lights as they turn on. The objective is to turn off the lights quickly to earn points. Hitting the wrong light results in a penalty, deducting points from the player's score. The game is designed to test and improve players' foot speed and reaction time. The winner is the player with the most points at the end of the game.

Device Settings:

Settings are managed with voice guidance. The system offers two scenarios: time-based or score-based. Players can adjust the game from 1 to 999 points or from 1 to 9999 seconds. The game can also be set to a combination of time and score. The device is compatible with coin or ticket dispensers and includes 10 musical themes and light shows.

Memory Game:

The device settings can be adjusted with voice guidance, offering two game scenarios: time-based or score-based. It allows customization from 1 to 999 points and from 1 to 9999 seconds. Players can also set the game to a combination of time and the number of hits. The device is compatible with coin or ticket dispensers.

Dimensions:

Dimensions: 90 cm x 80 cm
Key Features:
- Material: 10 mm tempered glass with touch sensors
- Sensitivity: 15 adjustable levels
- Weight Capacity: 200 kg per side
- Gameplay: Two-player foot speed and reflex challenge
- Adjustable Settings: Voice-guided, customizable time and score limits
- Compatibility: Coin or ticket dispensers
- Additional Features: 10 musical themes, light shows

This dynamic and engaging game is perfect for testing and improving players' foot speed and reflexes in a competitive environment.

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RoboGoalie Device

Description:

The history of RoboGoalie or robotic goalkeepers may go back several years, but the technology and manufacturing methods, quality, accuracy, and success rate in blocking shots vary across different models. Olympic Company is proud to introduce a new algorithm and method that processes 100 frames per second without using 3D tracking devices employed in European models. This innovation not only enhances the accuracy and ability to block the fastest shots from the shortest distance (6 meters, compared to the minimum distances of 8 and 13 meters in Indian and Chinese models) but also offers a space-efficient machine with superior quality and functionality. This product is only produced in a few countries, and Olympic's production has earned a distinguished place among them with its unique capabilities. The new algorithm improves the accuracy and reception rate of both direct and curved shots, and significantly reduces costs, bringing the $20,000-$30,000 prices of European models down to half or one-third. The innovations of the Olympic Sport RoboGoalie are not limited to the detection algorithm but also support new football technologies such as VAR. Additional features such as score displays, successful and unsuccessful shot counters, and attractive visual effects distinguish RoboGoalie from other robotic goalkeepers. The reasonable price and attractive design have garnered the attention of traders from neighboring countries, especially Iraqi traders, making the export of this product a priority.

Specifics:

- Processes 100 frames per second
- Blocks fastest shots from 6 meters
- New algorithm for accurate shot tracking
- Supports VAR technology
- Score display
- Counter for successful and unsuccessful shots
- Attractive visual effects
- Compact and space-efficient design
- Significantly reduced costs compared to European models

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Luxury Soccer

Description:

Luxury Soccer is an exciting musical game where players aim to shoot a ball at various pentagons on the screen of the device. The player stands at a specified distance from the device and, within a set time, shoots the ball towards the pentagons.

Features:

- Scoring: Each pentagon has a specific score that varies based on its size. Larger pentagons have lower scores, while smaller ones have higher scores.
- Sound Effects: If the ball misses the pentagons, the sound of spectators sighing can be heard.
- Individual Play: This game is played individually in each set.
- Musical: The game includes music to enhance its appeal.

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Derby-Cycling

Description:
Introducing the Cycling Derby Machine, a groundbreaking and innovative product resulting from a blend of our team's high technical expertise and creative design. This machine caters to the needs of recreational facilities, commercial centers, and shopping malls, and has garnered positive feedback from both our fellow citizens and neighboring countries. The innovative structure and detailed design make the Derby Machine stand out from other similar products.

Mechanical Innovations:
- Unlike Chinese models that use ready-made or sports bicycles, our team has designed and built the bicycles from scratch.
- The pedal mechanism is engineered to provide resistance suitable for cycling, ensuring it is neither too stiff nor too loose, making it accessible for all users regardless of gender.
- A unique lighting wheel matches the player's speed and color, enhancing the machine's visual appeal during use.

Electronic Innovations:
- Custom-designed circuit boards and a fully digital system coordinate the bike's speed sensors, lighting, and other components.
- The machine features an independent electronic system connected to the central system via Wi-Fi, significantly reducing mechanical failures.
- Enhanced control over speed and machine parameters through specialized software is available.

Software and Computer Integration:
- The machine's software seamlessly integrates with the electronic components, offering innovative game displays and remote control.
- Players can view their pedaling performance on-screen, often finding their actions amusing and engaging.
- After the game, a 20-second replay is shown, enhancing the user experience.
- The software, developed entirely by our technical team, supports Persian, Turkish, and English, broadening its appeal across neighboring countries.

Design and Scenario Planning:
- Designed to attract a diverse audience, including men, women, young, and old alike.
- The game duration is adjustable, typically lasting about a minute, which feels extensive due to the high energy expenditure involved.
- This feature (selling 4 tickets per minute) and the high satisfaction rate of players ensure an exceptional return on investment for buyers.
- Besides amusement park owners, the product has attracted interest from shopping malls, sports clubs, children's playhouses, and prominent toy retailers like Mattel.

The Cycling Derby Machine stands as a testament to our commitment to quality, innovation, and user satisfaction, promising an unmatched experience for both operators and players.

Specifics:
- Custom-built bicycles
- Pedal resistance mechanism for optimal cycling experience
- Unique lighting wheel with color and speed matching
- Custom-designed electronic boards
- Fully digital system
- Wi-Fi connection to central system
- Adjustable game duration
- Multi-language software (Persian, Turkish, English)

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How to Play Laser Tag

Description:

In Laser Tag, players hold a marker and wear a vest, maneuvering through obstacles based on the game scenario while trying to shoot at the sensors of the opposing team members. These pursuits can be highly strategic and planned or simply for fun in a family gathering. Laser Tag is an enjoyable recreational activity suitable for individuals of all ages, making it an excellent option for families and friendly gatherings.

For safety, the marker has an additional button that players must hold with one hand while pulling the trigger with the other, ensuring they use both hands on the marker and preventing any harm to close opponents during intense moments.

The game typically lasts between 10 to 20 minutes and is very active. Players often need a break between sessions to recover their energy. The Laser Tag arena, with its use of black lights and black light paintings, creates a unique and very attractive environment where colors change, transporting players to another world.

Game Rules:

- Rules vary depending on the scenario and are explained in detail by the operator.
- For safety, many venues consider it a foul if players get closer than one meter to each other.
- After a successful hit, both players have a 3-second cooldown where no further shots can be fired, allowing them to move away from each other.
- In team scenarios, each team starts from their designated base, usually located on opposite sides of the playing field.
- Game instructions and rules are often presented in a video before the game starts.

Types of Game Scenarios: The hardware and software capabilities of Laser Tag equipment allow operators to define various goals, missions, and scenarios. Here are a few examples:

1. Normal Match: Two teams compete within a set time. The software calculates the hits and scores to determine the winning team.
2. Team Death Match: Each player has a limited number of lives (e.g., 100 lives). The game ends when one team "shoots out" all players of the opposing team. Points are awarded differently based on which sensor is hit.
3. V.I.P Escort: One team acts as bodyguards protecting a V.I.P player (commander) who must complete a mission. The opposing team, with limited lives, tries to shoot the commander before the mission is accomplished.
4. Capture the Base: A common scenario with limited lives, focusing on fighting over a key area or defending the team's base while attacking the opponent's base.

Features of Laser Tag Gun (Laser Paintball):

- Laser shooting
- Display screen
- Vibrator
- Color variety
- Intelligent sound system
- Lighting system