GAME CATALOGUE 2026

hyperloo

Arcade, RC & sports games, built to order.

Designed, manufactured and branded by Hyperloo in Lagos, Nigeria. Built for arcades, venues and brands, and shipped worldwide.



21 games inside

RC, sports, reflex, skill and strength games

Built to order · Branded for you

Shipped worldwide

Call or WhatsApp 0810 843 7532

hyperloo.games · contact@hyperloo.games

ABOUT HYPERLOO

We build the games people queue for.

Hyperloo is a game manufacturer based in Lagos, Nigeria. We design, engineer and build arcade, RC, sports, reflex and skill games for arcades, family entertainment centres, malls, lounges, hotels, schools and brands, and we brand every machine for the venue it lives in.

Every game in this catalogue is built to order in our workshop and can be customised: your colours, your logo, your sounds, your prize logic. We deliver and install across Nigeria, and crate and ship anywhere in the world.

01 Built to order

Every machine is made for you, in the size and spec your floor needs.

02 Your brand on it

Venue colours, logo, sounds and prize logic, so it looks like it was always yours.

03 Shipped worldwide

We deliver and install across Nigeria, and crate and ship anywhere in the world.

04 Backed after the sale

Spare parts, servicing and a straight line to the people who built it.

How an order works

1
Brief
Pick games from this catalogue, or tell us about your venue and players.

2
Design
We send branded renders and a spec for you to sign off.

3
Build
Cabinets, electronics, print and finish, made in our workshop.

4
Test
Every machine is played hard before it leaves us.

5
Ship & install
Installed in Nigeria, crated and shipped worldwide.

Who we build for

Arcades & game centres · Family entertainment centres · Malls & cinemas · Lounges, bars & restaurants · Hotels & resorts · Schools & camps · Brands & agencies · Event companies

THE RANGE

21 games, at a glance.

Every game has its own page with photos, how it plays, key features and sizes. All of them can be built in your brand.

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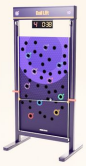
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Carball

Football, but everyone's driving.



Remote-control cars, one big ball and a full pitch with a goal at each end. Two teams of up to three drive, block and boost the ball into the net, and the crowd around the table gets just as loud as the drivers. A proper crowd magnet for arcades, fun centres and brand activations.

How it plays

1. Pick a team and grab a pistol-grip remote. Up to three drivers a side.
2. Drive your car into the ball and steer it toward the other team's goal.
3. Most goals when the clock runs out wins. Swap drivers and go again.

Key features

- Up to 6 RC cars for 3 v 3 matches
- Printed pitch with a goal and net at each end
- Pistol-grip remotes docked on the rim
- Raised rim keeps the cars and ball in play
- Rechargeable cars

PLAYERS

2–6 players (up to 3 v 3)

APPROX. SIZE

165 × 100 cm, 87 cm high

POWER

Standard mains socket (charging)

Make it yours

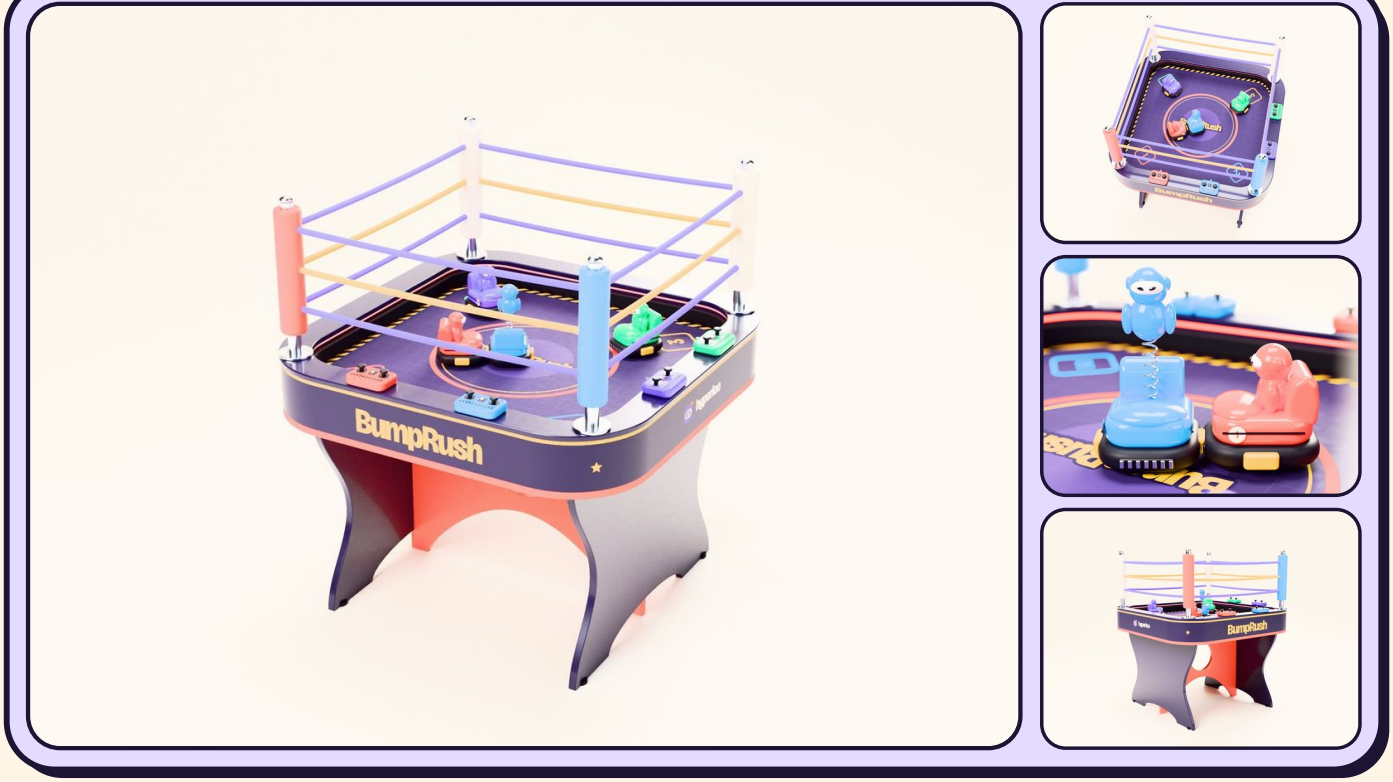
- Pitch print and table wrap in your brand
- Car colours and team names
- Match length and scoring
- Goal lights and sound effects

Great for

Arcades · Family entertainment centres · Malls · Brand activations

BumpRush

Knock the driver out of the seat.



RC bumper cars in a roped boxing-ring arena. Every car has spring-loaded hit pads on its sides: land a clean bump on a rival and their driver pops right out of the seat. The last car with a driver still sitting wins the belt.

How it plays

1. Each player takes a remote and a bumper car. Up to four in the ring.
2. Ram your rivals' side pads. A clean hit launches their driver into the air.
3. Pop everyone else's driver and you're champion of the ring.

Key features

- 4 RC bumper cars with ejecting drivers
- Spring-loaded hit pads on both sides of every car
- Boxing-ring arena with corner posts and ropes
- Rounded arena tray with a raised rim
- Remotes in matching player colours

PLAYERS

2–4 players

APPROX. SIZE

120 × 120 cm, 87 cm high (plus ring posts)

POWER

Standard mains socket (charging)

Make it yours

- Arena print and ring colours
- Car colours and driver characters
- Round length and rules
- Your logo on the canvas and table wrap

Great for

Kids' parties · Family entertainment centres · Arcades · Malls

Snake Battle

Eat, grow, don't crash.



The classic snake game, made real. Two players drive RC snakes around the board, gobbling up coloured snacks, and every snack makes your snake longer. Grow the longest snake before the timer runs out. Built on a lower table so younger players can see and reach everything.

How it plays

1. Two players each take control of an RC snake.
2. Steer over the snacks to eat them. Every bite grows your snake.
3. Longest snake when the timer ends wins the battle.

Key features

- 2 RC snakes with cartoon heads
- Colourful snacks to collect and grow with
- Kid-height table with a 65 cm rim
- Checkered arena board with the Hyperloo badge
- Game-pad remotes on the rim

PLAYERS
2 players

APPROX. SIZE
120 × 80 cm, 65 cm high (kid height)

POWER
Standard mains socket (charging)

Make it yours

- Board design and table wrap
- Snake colours and characters
- Round length
- Your brand on the snacks and rim

Great for

Kids' parties · Schools · Family entertainment centres · Malls

Truck Battler

Scoop it. Dump it. Fill it first.



Mini RC front-loaders on a building site. Each player scoops sand from the central pit and races back to dump it into their own clear bowl. First bowl filled to the line wins, and everyone ends up fighting over the same pile of sand.

How it plays

1. Up to four players, one RC loader and one bowl each.
2. Drive into the pit, lift a bucket of sand and carry it home.
3. Dump it in your bowl. First to fill it to the line wins.

Key features

- 4 RC front-loaders with working buckets
- Central sand pit with paved loading bays
- Clear fill bowls in player colours
- Construction-site themed table
- Game-pad remotes on the rim

PLAYERS
2–4 players

APPROX. SIZE
165 × 100 cm, 87 cm high

POWER
Standard mains socket (charging)

Make it yours

- Site print and table wrap
- Loader colours
- Fill line and round length
- Your logo on the bowls and rim

Great for

Kids' parties · Family entertainment centres · Schools · Malls

Tank Clash

Three hits and you're out.



Infrared RC battle tanks on a war-zone table, with sandbags, concrete barriers, crates and a ruined wall to hide behind. Every tank carries three hit lights on its turret. Get tagged three times and you're out. Last tank rolling wins.

How it plays

1. Up to four commanders take a tank each.
2. Move between cover and fire infrared shots at rival turrets.
3. Each hit knocks out a light. Lose all three and you're out.

Key features

- 4 infrared RC battle tanks
- 3 hit lights on every turret
- Cover: sandbags, barriers, crates, drums and a ruined wall
- Desert battlefield themed table
- Remotes in matching player colours

PLAYERS
2–4 players

APPROX. SIZE
165 × 100 cm, 87 cm high

POWER
Standard mains socket (charging)

Make it yours

- Battlefield layout and print
- Tank colours and squad names
- Lives per tank and round length
- Your brand on the table wrap

Great for

Arcades · Family entertainment centres · Lounges & bars · Malls

RC Car Racing

A whole Grand Prix on a table.



Micro RC cars on a detailed tabletop circuit: a figure-eight with a raised flyover, a banked hairpin, a chicane, a tunnel through a hill, a pit lane and two grandstands. Up to five drivers line up at the start gantry while the lap timer keeps score.

How it plays

1. Up to five drivers grab a remote and line up on the grid.
2. Race the circuit: over the flyover, through the tunnel, round the hairpin.
3. First across the line, or the fastest lap, wins. Next race!

Key features

- 5 micro RC cars (1:76 scale)
- Figure-eight circuit with a raised flyover
- Tunnel, banked hairpin, chicane and pit lane
- Lap timer display on the start gantry
- Grandstands, trees and trackside detail

PLAYERS
2–5 players

APPROX. SIZE
200 × 120 cm, 87 cm high

POWER
Standard mains socket

Make it yours

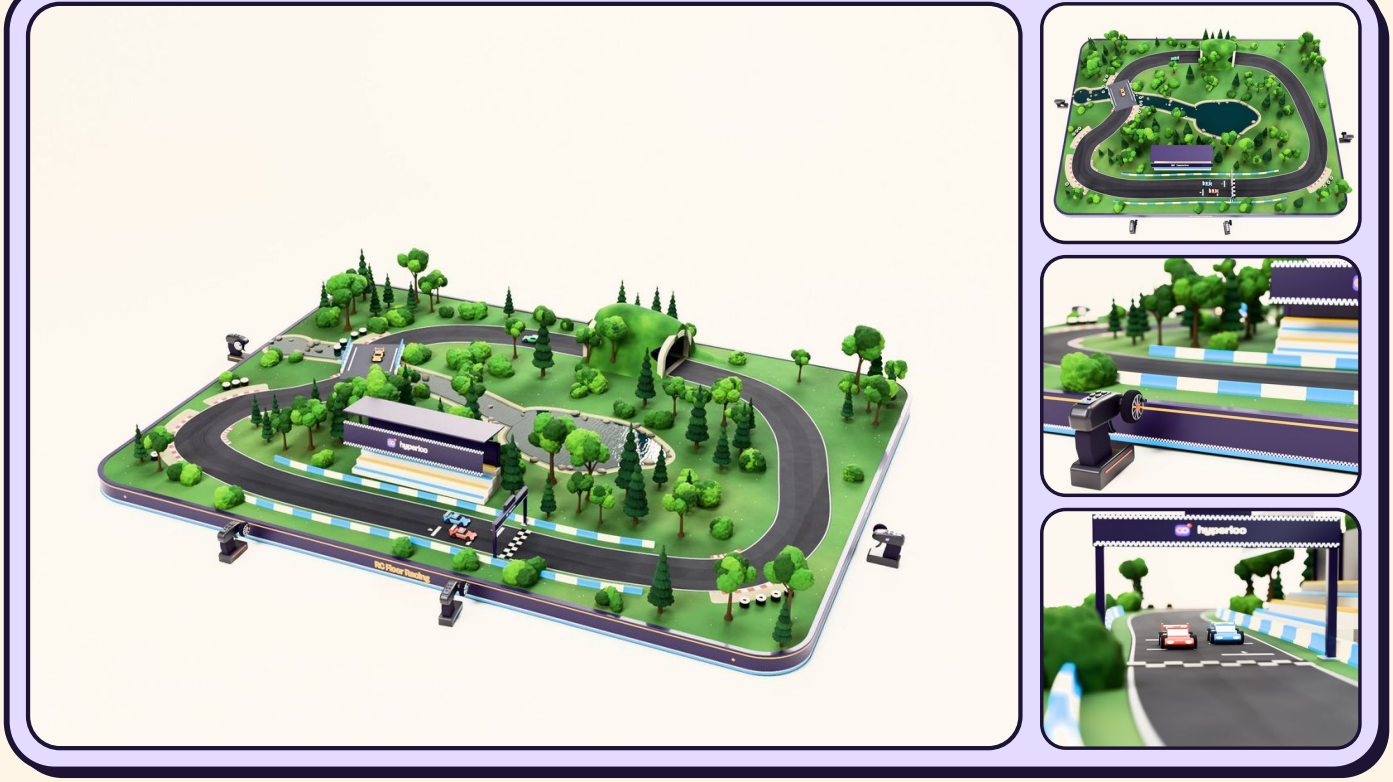
- Circuit layout and scenery
- Car liveries in your brand
- Race length and timing modes
- Branded grandstands and gantry

Great for

Arcades · Family entertainment centres · Malls · Corporate fun days

RC Floor Racing

A race track at your feet.



A full RC racing world built on the floor: a winding road circuit, a tunnel hill, a bridge over a stream, a lake, a forest and a grandstand. Players stand around the track with pistol-grip transmitters and race to the chequered flag, while the crowd watches from every side.

How it plays

1. Up to four drivers take a transmitter and pick a car.
2. Race the loop: through the tunnel, over the bridge, past the lake.
3. First across the line after the set number of laps wins.

Key features

- Approx. 4 × 3 m landscaped floor circuit
- Tunnel hill, bridge, stream, lake and forest
- Grandstand and start/finish gantry
- Pistol-grip transmitters in player colours
- Open on all sides, so crowds can watch

PLAYERS
2–4 players

APPROX. SIZE
Approx. 4 × 3 m floor layout

POWER
Standard mains socket (charging)

Make it yours

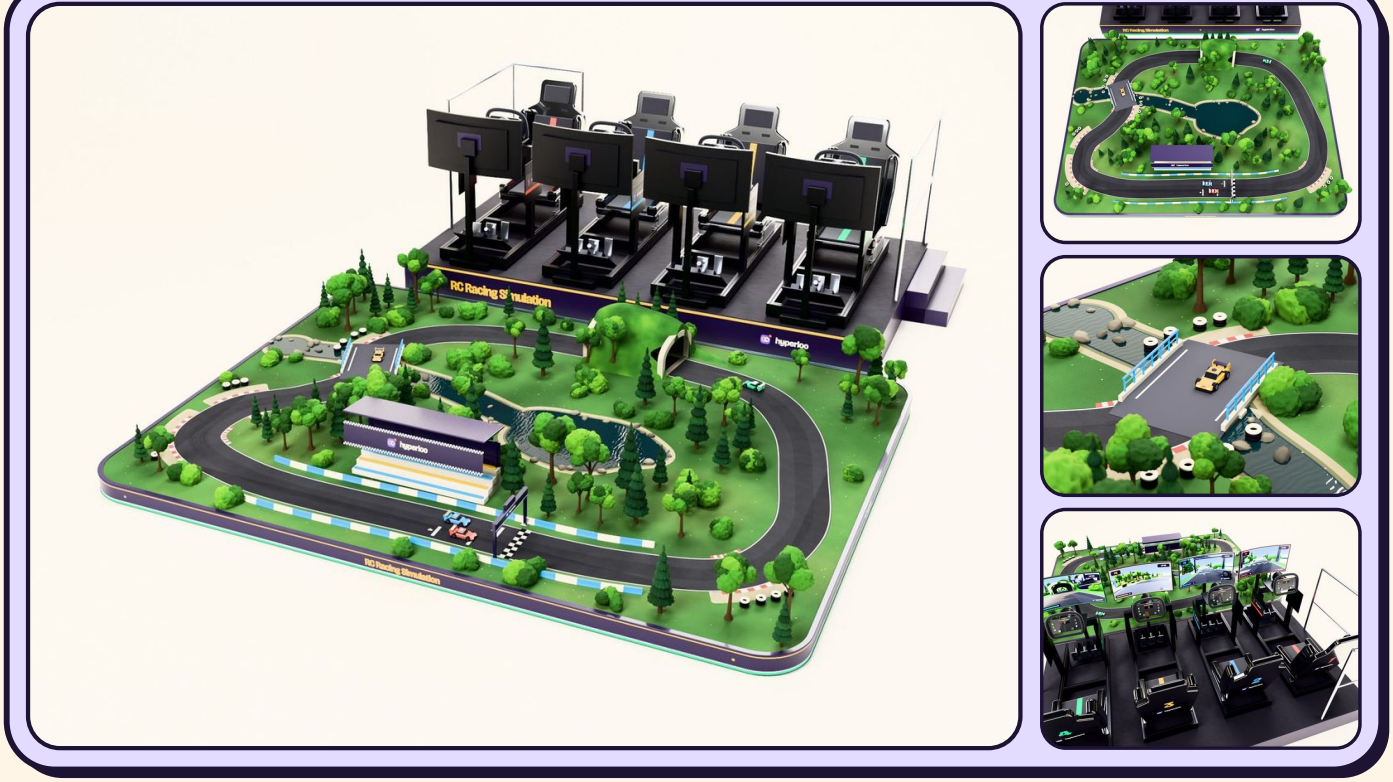
- Scenery and track layout
- Car liveries
- Branded gantry, grandstand and boards
- Lap count and race format

Great for

Malls · Brand activations · Family entertainment centres · Trade shows

RC Racing Simulation

Drive a real car from the cockpit.



Real RC cars on a 4 × 3 m landscaped track, driven from a branded racing stand. Each of the four stations has a seat, a steering wheel and a screen showing a live camera view from that driver's car. It feels like a racing simulator, except the track is real.

How it plays

1. Four drivers take a seat at the racing stand.
2. Watch the live in-car camera on your screen and steer with the wheel.
3. Race the real track. First across the line takes the podium.

Key features

- 4 racing stations with seat, wheel and screen
- Live in-car camera view on every screen
- Approx. 4 × 3 m track with tunnel, bridge, stream and lake
- On-screen race display
- Branded driver's stand

PLAYERS

4 players

APPROX. SIZE

Approx. 4 × 3 m track plus a 2.4 m driver's stand

POWER

Standard mains socket

Make it yours

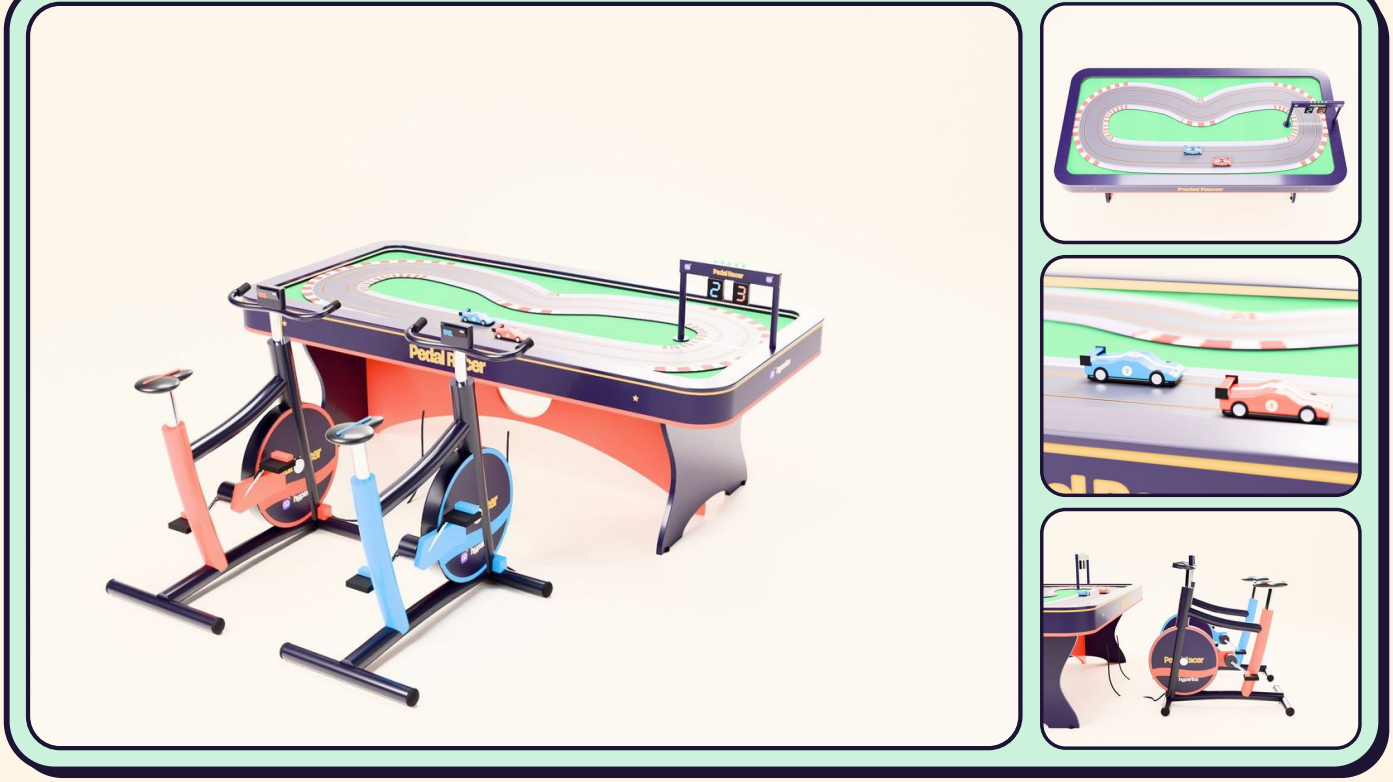
- Track scenery and layout
- Car liveries and stand branding
- On-screen graphics in your brand
- Race formats and lap count

Great for

Malls · Family entertainment centres · Brand activations · Trade shows

Pedal Racer

Pedal harder, drive faster.



Two spin bikes, one slot-car track. The faster you pedal, the faster your car goes. First across the line after five laps wins. It's a race, a workout and a spectator sport all at once.

How it plays

1. Two players climb onto the branded spin bikes.
2. Pedal to power your slot car. Speed comes straight from your legs.
3. First to finish five laps wins. Catch your breath, then rematch.

Key features

- 2 branded spin bikes
- 2-lane slot-car track on a grass-topped table
- Start gantry with lap counters
- Your pedalling controls your car's speed
- Five-lap races

PLAYERS
2 players

APPROX. SIZE
240 × 120 cm table plus 2 bikes

POWER
Standard mains socket

Make it yours

- Track layout and table print
- Bike colours and branding
- Lap count
- Sponsor boards on the gantry

Great for

Gyms & fitness events · Corporate fun days · Malls · Brand activations

Air Hockey

The classic, with a digital scoreboard.



A full-size, 7-ft class air hockey table with a fast air-cushion playfield, a printed apron and a digital scoreboard on the back rail. Built to take a pounding in busy venues, day after day.

How it plays

1. Two players, one mallet each, one puck.
2. Slam the puck across the air-cushion playfield into your rival's goal.
3. The digital scoreboard keeps count. First to the target score wins.

Key features

- 7-ft class table with a 200 × 98 cm playfield
- Digital two-player scoreboard
- Air-cushion playfield
- Goal slots with puck trays
- Printed apron in your colours

PLAYERS
2 players

APPROX. SIZE
216 × 114 cm, playfield 80 cm high

POWER
Standard mains socket

Make it yours

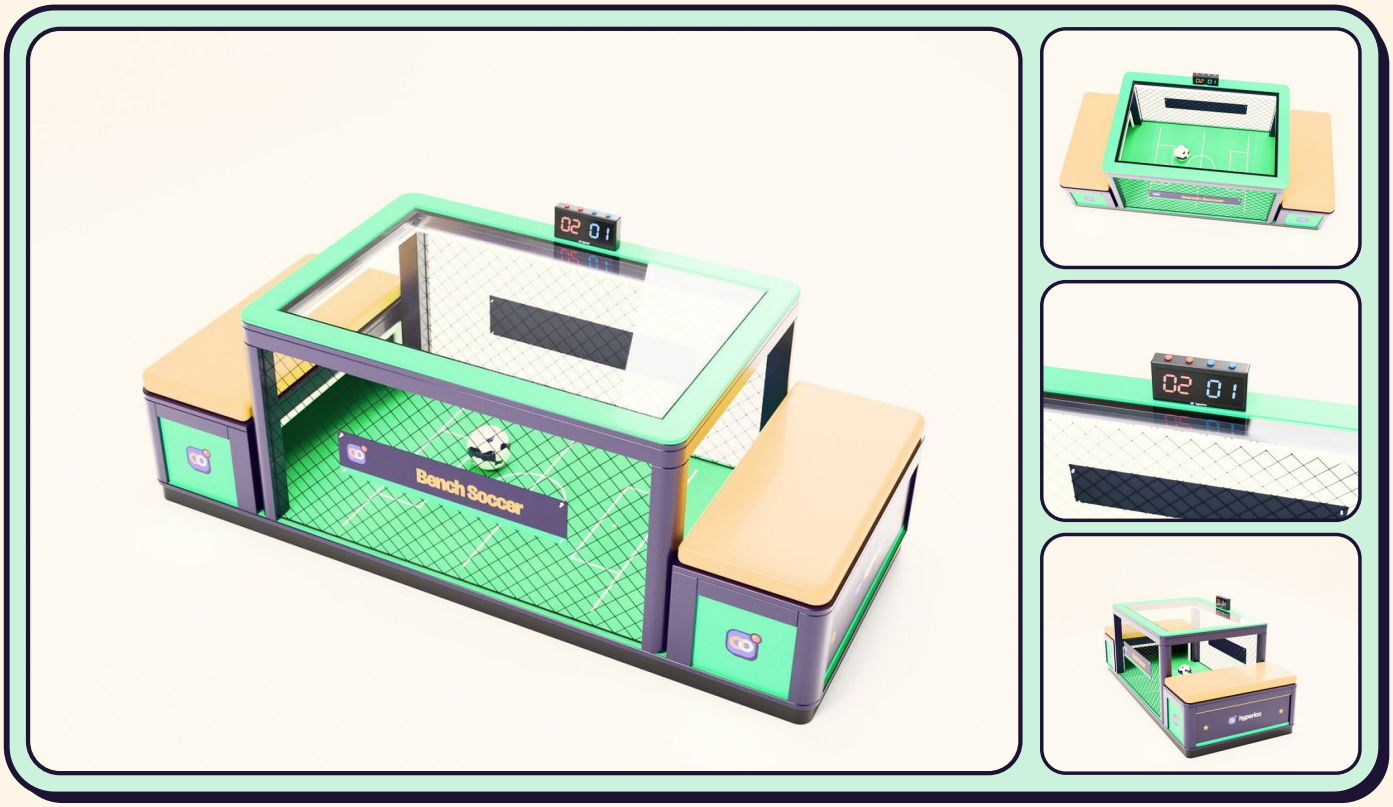
- Playfield graphics and logo
- Rail and apron colours
- Scoreboard target score
- Mallet and puck colours

Great for

Arcades · Lounges & bars · Hotels & resorts · Family entertainment centres

Bench Soccer

Sit down. Kick off.



Football you play sitting down. Players sit on the benches at each end and kick the ball across the pitch under a glass top, aiming for the goal under the opposite bench. A digital scoreboard keeps the match honest.

How it plays

1. Sit on the bench at your end. One or two players a side.
2. Kick the ball across the pitch with your feet, under the glass top.
3. Score in the goal under your opponent's bench. The scoreboard decides it.

Key features

- Sit-down football table with benches at both ends
- Glass top over the pitch
- Goals built in under the benches
- Digital two-team scoreboard
- Printed pitch and side panels

PLAYERS
2–4 players

APPROX. SIZE
210 × 89 cm, 75 cm high

POWER
Standard mains socket (scoreboard)

Make it yours

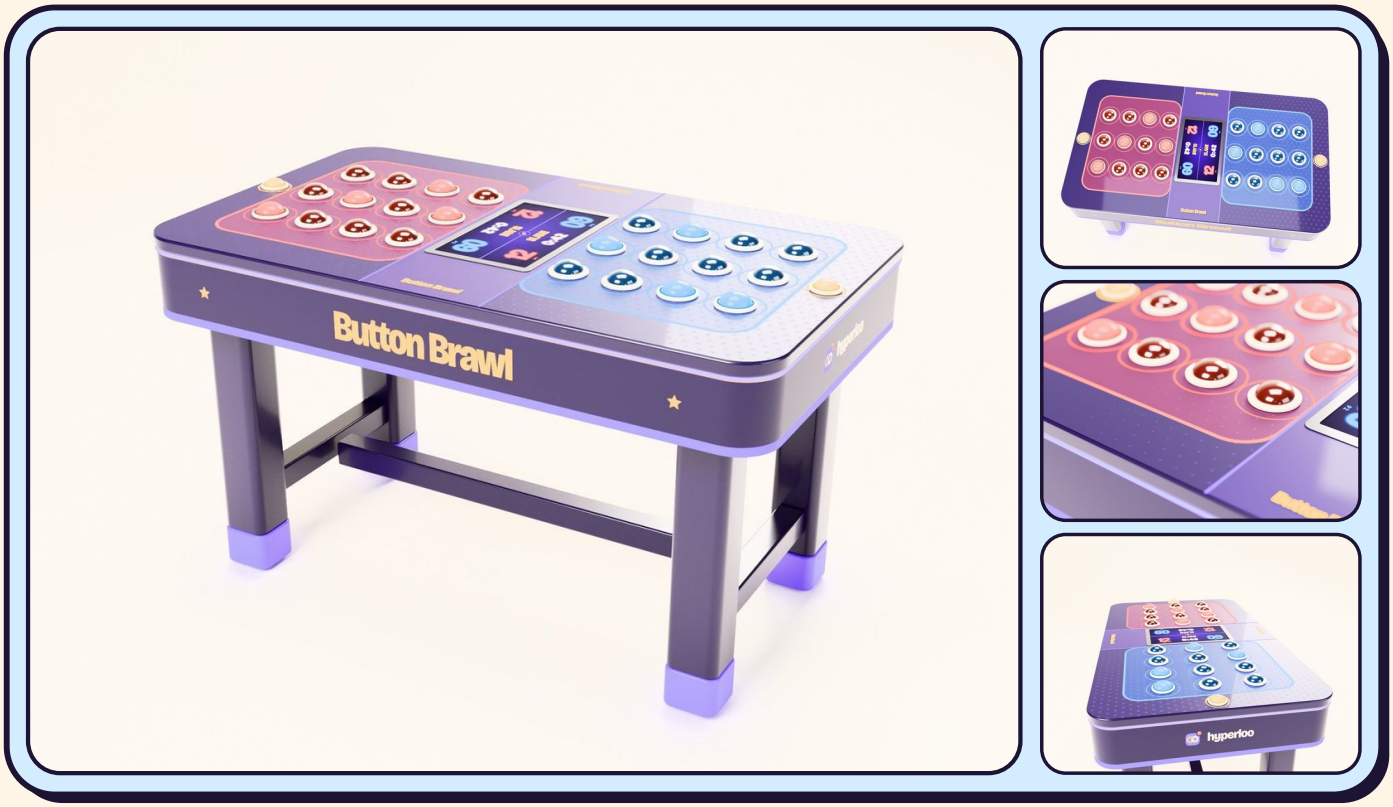
- Pitch print and team colours
- Side panels in your brand
- Bench cushion colours
- Scoreboard target score

Great for

Lounges & bars · Corporate offices · Arcades · Brand activations

Button Brawl

Your buttons light up. Smash them first.



Two players, one table and 24 glowing buttons. Yours light up at random and you smash them before your rival clears theirs, with the scores flashing up on the centre screen. Right press scores, wrong press costs you. One minute of pure chaos.

How it plays

1. Face off across the table, one colour each.
2. Smash your buttons the instant they light up. Wrong ones cost a point.
3. When the round ends, the score screen crowns the winner. Loser rematches.

Key features

- 12 light-up arcade buttons per player
- Centre score screen
- Head-to-head table layout
- Under-glow lit legs
- Rounds, difficulty and modes set by the operator

PLAYERS
2 players head-to-head

APPROX. SIZE
140 × 80 cm, 80 cm high

POWER
Standard mains socket

Make it yours

- Table wrap and LED colours
- Round length and difficulty
- Team-battle mode
- Branded score screen

Great for

Corporate fun days · Brand activations · Lounges & bars · Arcades

Hoop Shot

Beat the buzzer.



The arcade basketball machine everyone knows. Press start, the clock begins and you shoot as many baskets as you can before the buzzer. A ramped lane rolls the mini basketballs back to you, while netted sides, a clear backboard and an LED scoreboard keep the action going.

How it plays

1. Press start. The ball gate opens and the clock starts.
2. Grab the mini basketballs and shoot as fast as you can.
3. Every basket scores. Beat the high score before time runs out.

Key features

- 2.1 m ramped lane with a court print
- Clear backboard, rim and string net
- LED score and timer display
- Lit header and netted sides
- Balls roll back down the lane to the player

PLAYERS
1 player per machine

APPROX. SIZE
Approx. 110 × 270 cm

POWER
Standard mains socket

Make it yours

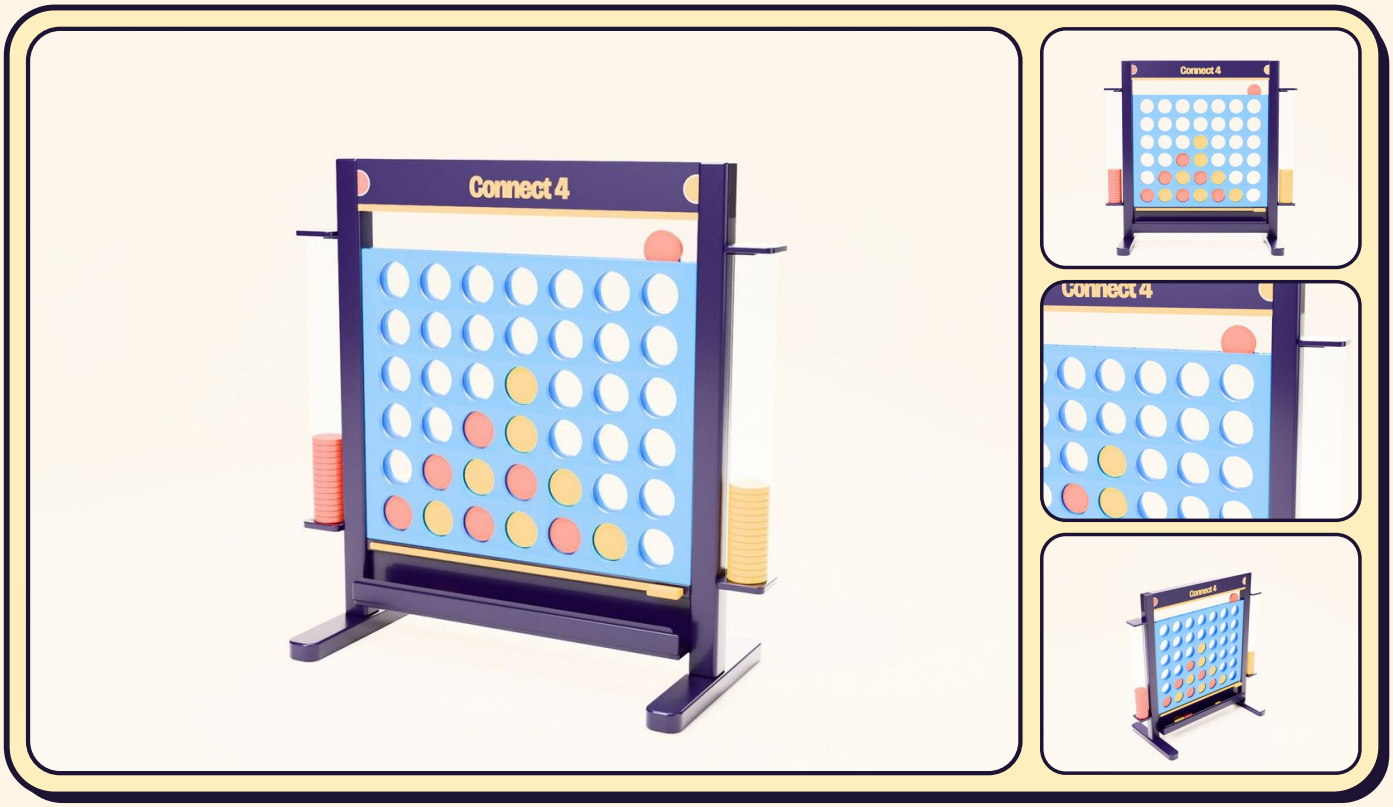
- Cabinet graphics and header
- Backboard logo
- Game time and scoring
- Ticket or prize logic

Great for

Arcades · Family entertainment centres · Malls · Schools

Connect 4

Four in a row, at giant size.



The classic strategy game, built big. Drop your discs into a giant 7 × 6 grid on a sturdy freestanding frame and be the first to line up four. A release bar empties the board into the catch trough for an instant rematch.

How it plays

1. Pick a colour. Two players, or two teams.
2. Take turns dropping discs into the grid from the top.
3. First to line up four in a row, in any direction, wins.

Key features

- Giant 7 × 6 grid
- Freestanding frame on T-feet
- Disc storage tubes on both posts
- Release bar and catch trough for quick resets
- No power needed

PLAYERS
2 players or two teams

APPROX. SIZE
Approx. 125 cm wide × 155 cm tall

POWER
None needed

Make it yours

- Panel and frame colours
- Disc colours
- Your logo on the header
- Indoor or outdoor finish

Great for

Weddings · Hotels & resorts · Schools · Corporate fun days

Ring Toss

Land it on the 50.



A tilted pegboard with nine glowing pegs worth 10, 20, 30 and 50 points, a lit header and a live score display. Toss your rings, land them on the pegs and chase the high score.

How it plays

1. Grab a set of rings and step up to the line.
2. Toss them onto the glowing pegs. The centre peg is worth 50.
3. Your score adds up on the display. Highest score wins.

Key features

- 1 m tilted pegboard on an A-frame stand
- 9 glowing pegs worth 10, 20, 30 and 50
- Lit header with score display
- Ring rack included
- Light enough to move around a venue

PLAYERS
1–4 players per round

APPROX. SIZE
1 m pegboard on an A-frame stand

POWER
Standard mains socket

Make it yours

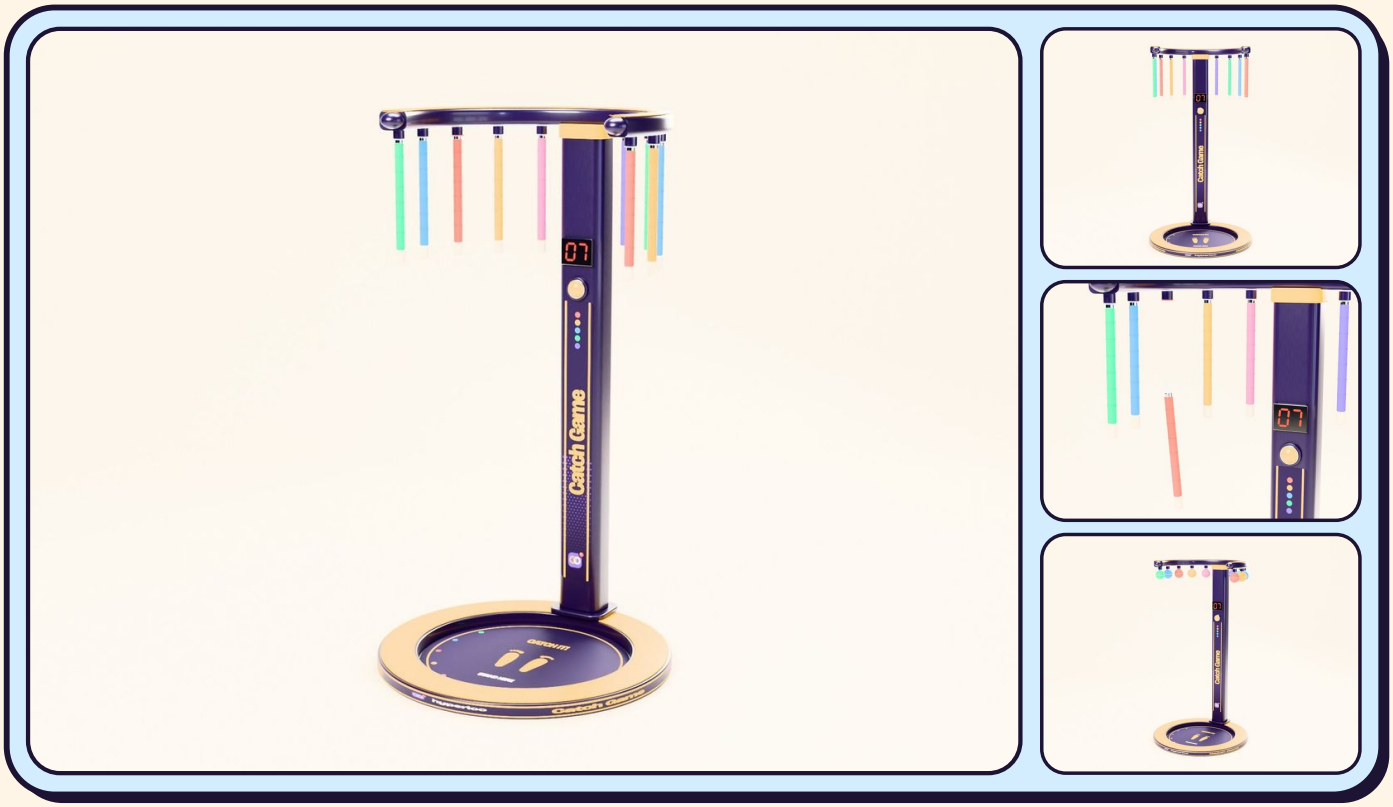
- Peg values and layout
- Board graphics and logo
- Ring colours
- Prize tiers

Great for

Weddings · Kids' parties · Schools · Family entertainment centres

Catch Game

Ten sticks. One drops. Catch it.



Stand in the ring under the arc. Ten foam-grip sticks hang from magnetic holders around you, and one drops at random. Catch it before it hits the floor. Pure reaction, and impossible to watch without wanting a turn. Also available with soft foam catch balls instead of sticks.

How it plays

1. Stand in the floor ring with your hands ready.
2. A stick drops at random, then another, faster and faster.
3. Every catch counts. Beat the high score on the display.

Key features

- 10 foam-grip catch sticks on magnetic holders
- Overhead arc that wraps around the player
- Floor ring marks the player's spot
- Score display on the column
- Foam catch balls available instead of sticks

PLAYERS
1 player at a time

APPROX. SIZE
Approx. 110 cm floor ring, 2.1 m tall

POWER
Standard mains socket

Make it yours

- Stick or ball colours
- Column and ring wrap in your brand
- Drop speed and difficulty
- Score display and sound pack

Great for

Brand activations · Malls · Corporate fun days · Schools

Hit 10 Seconds

Stop the clock on exactly 10.00.



Simple to explain, maddening to master. Hit the big button to start the timer, count ten seconds in your head and hit it again to stop the clock. Closest to 10.00 wins. Rounds take seconds, so the queue keeps moving.

How it plays

1. Press the dome button to start the clock.
2. Count ten seconds in your head. No peeking at your watch.
3. Press again to stop it. Closest to 10.00 takes the prize.

Key features

- Glowing timer display
- Big illuminated dome button
- Slim tower on a weighted base plate
- Fast rounds, high player throughput
- Small footprint for busy floors

PLAYERS
1 player at a time

APPROX. SIZE
60 × 25 cm tower, 1.9 m tall

POWER
Standard mains socket

Make it yours

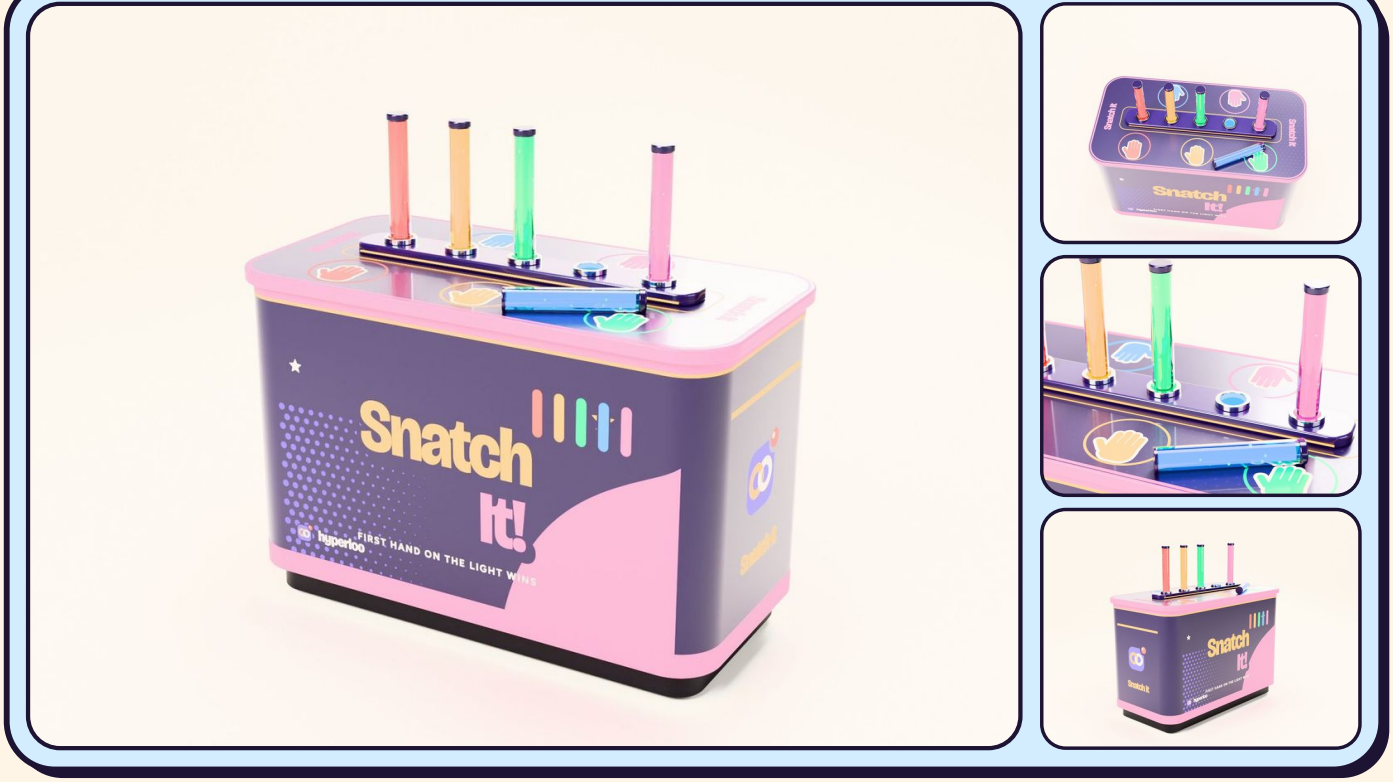
- Tower wrap in your brand
- Target time and win margin
- Sound pack
- Prize logic for perfect stops

Great for

Brand activations · Trade shows · Malls · Corporate fun days

Snatch It

First hand on the light wins.



A console table with five glowing acrylic tubes and fast hands all round. When a tube lights up, snatch it before anyone else does. Simple enough for kids, ruthless enough for adults.

How it plays

1. Everyone takes a hand station at the table.
2. Watch the tubes. When one lights up, snatch it first.
3. A point for every snatch. Most snatches when the round ends wins.

Key features

- 5 glowing acrylic tubes
- Rounded console table
- Printed hand stations for each player
- Random light sequences
- Quick rounds, lots of players per hour

PLAYERS
2–5 players per round

APPROX. SIZE
132 × 67 cm, 89 cm high

POWER
Standard mains socket

Make it yours

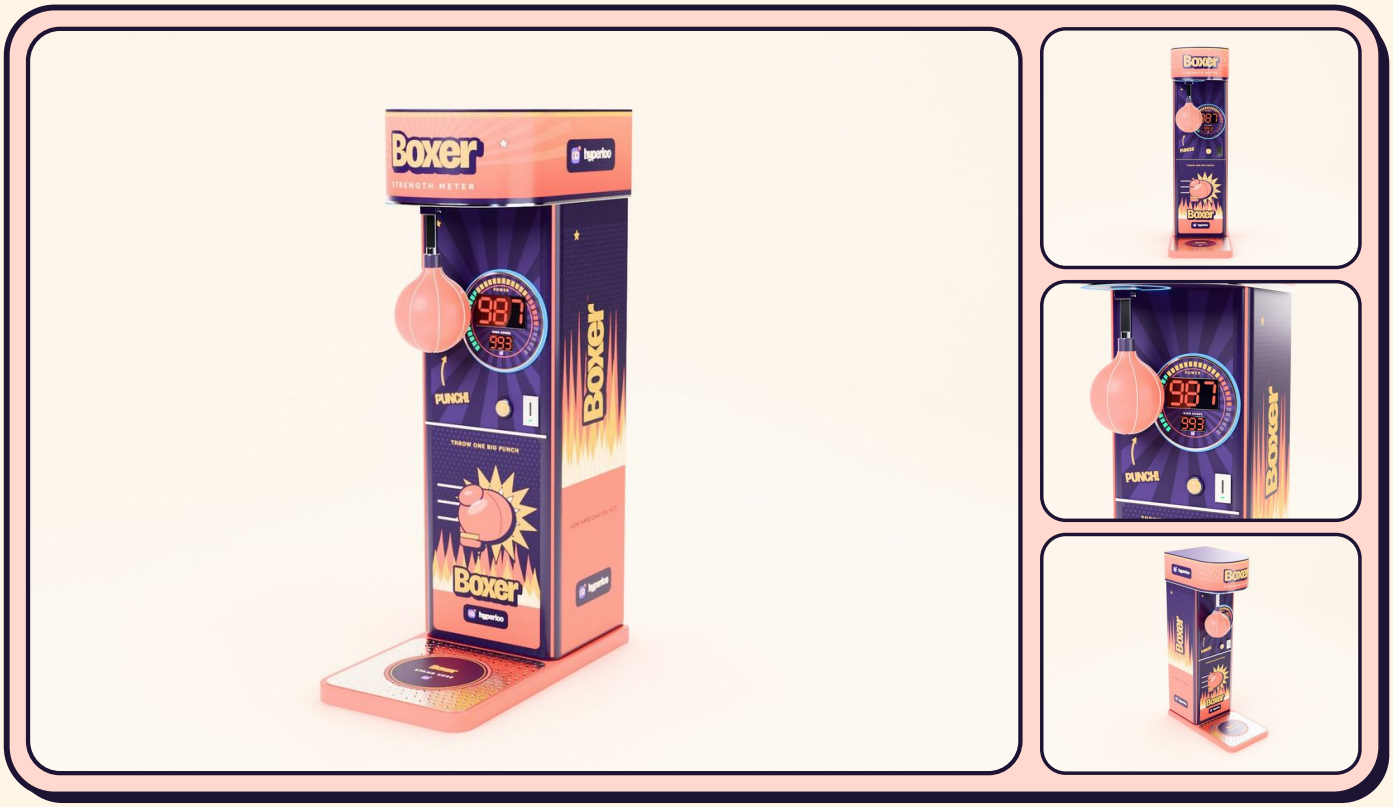
- Table wrap in your brand
- Tube light colours
- Round length and speed
- Team mode

Great for

Kids' parties · Corporate fun days · Brand activations · Family entertainment centres

Boxer

How hard can you punch?



The classic boxing strength machine. Press start, the punch ball drops into place, and you hit it as hard as you can. The dial display and LED power meter show your score instantly. A lit canopy, an illustrated cabinet and a diamond-tread foot plate finish it off.

How it plays

1. Press start and the punch ball drops into position.
2. Step onto the foot plate and throw your hardest punch.
3. Your power score lights up the dial. Beat the high score.

Key features

- Leather punch ball on a hinged arm
- Dial display with an LED power meter
- High-score display
- Lit canopy header
- Diamond-tread foot plate

PLAYERS

1 player at a time

APPROX. SIZE

65 × 60 cm cabinet (plus foot plate), 2.25 m tall

POWER

Standard mains socket

Make it yours

- Cabinet graphics and canopy
- Punch ball colour
- Scoring scale and high-score modes
- Sound pack

Great for

Arcades · Lounges & bars · Malls · Festivals

Ball Lift

Steady hands. Roll it home.



A tall board full of holes, a steel bar and a single steel ball. Pull the ropes at each side to tilt and lift the bar, and roll the ball up to the lit target hole without dropping it through any of the others. Ten targets, each higher and harder than the last.

How it plays

1. Hold a rope handle in each hand. The bar starts at the bottom.
2. Pull the ropes to lift and tilt the bar, rolling the ball along it.
3. Drop the ball into the lit hole and the next target lights up.

Key features

- 10 numbered, lit target holes
- Steel bar and ball on a rope-and-pulley lift
- Level and timer display
- Freestanding frame
- Classic arcade skill challenge

PLAYERS

1 player at a time

APPROX. SIZE

Approx. 1.2 m wide × 2.3 m tall

POWER

Standard mains socket

Make it yours

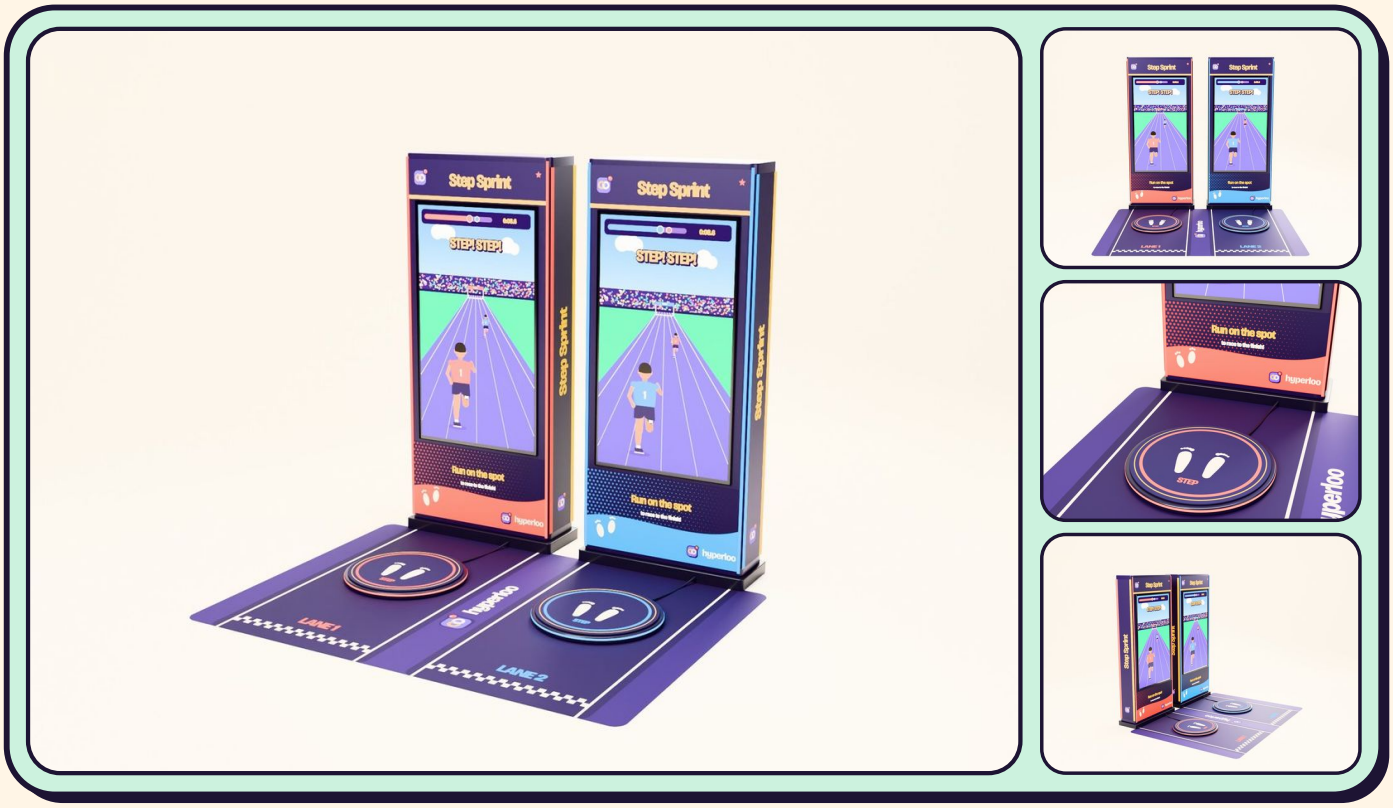
- Board graphics and header
- Number of levels and time limit
- Target colours
- Prize logic per level

Great for

Arcades · Family entertainment centres · Malls · Brand activations

Step Sprint

Run on the spot. Win the race.



Two tall screen totems and two step pads. Run on the spot as fast as you can and your runner races down the track on screen. A sprint, a workout and a crowd-pleaser in one.

How it plays

1. Two players step onto their pads, lane 1 and lane 2.
2. On the start, run on the spot as fast as you can.
3. Your runner races on screen. First to the finish line wins.

Key features

- 2 screen totems, 2 m tall
- Step pads with lane markings
- On-screen race graphics
- Head-to-head racing
- Pads and totems in player colours

PLAYERS

2 players

APPROX. SIZE

Approx. 1.9 m wide (two totems), 2 m tall

POWER

Standard mains socket

Make it yours

- Totem graphics and screen design
- Race distance
- Runner characters
- Sponsor branding on screen

Great for

Gyms & fitness events · Schools · Malls · Brand activations

BRANDING SAMPLES

Your brand on every game.

Any game in this catalogue can be wrapped in your colours, logos, screens and sounds. Here are four of them in a brand's livery. Send us your logo and palette and we'll render your version, so you sign off on exactly what gets built.



Carball × Red Bull

Table wrap and rails in the brand's navy and red, the logo on the apron and the centre spot, and cars and remotes in brand colours.



Air Hockey × Coca-Cola

A brand-red cabinet, a white playfield with the logo at centre ice, and the script logo on the apron and goal ends.



Step Sprint × Red Bull

Totems, on-screen race graphics, step pads and the floor mat all carry the brand, lane by lane.



Hit 10 Seconds × Coca-Cola

A full tower wrap in brand red with script logos, a red timer display and a branded base plate.

Concept visuals made by Hyperloo to show what custom branding looks like. Coca-Cola and Red Bull are trademarks of their respective owners. These are not commissioned projects and imply no affiliation or endorsement.

LET'S TALK

Let's build your floor.

Every Hyperloo game is built to order, so we quote each project on its spec, branding and quantity. Send us your venue, the games you like and how many units you need. We'll come back with a spec, branded renders and a quote, with shipping to your door.

Make it yours

Your brand

Logo, colours and wraps on every surface.

Your sounds

Jingles, voice lines and win sounds.

Your prizes

Scores, tickets and prize logic.

Your size

Compact to giant, pop-up to permanent.

Your rules

Difficulty, round length, game modes.

Your characters

Cars, targets and runners as your mascots.

A game nobody has built yet?

Bring a brand, a brief or a blank page. We design it, engineer it, manufacture it and make it play. Signature games for brands, one-offs for big events and new machines for venues.

Get a quote

Call or WhatsApp 0810 843 7532

contact@hyperloo.games

hyperloo.games

Also renting for an event in Nigeria? Ask for our rental brochure with day rates.

hyperloo