

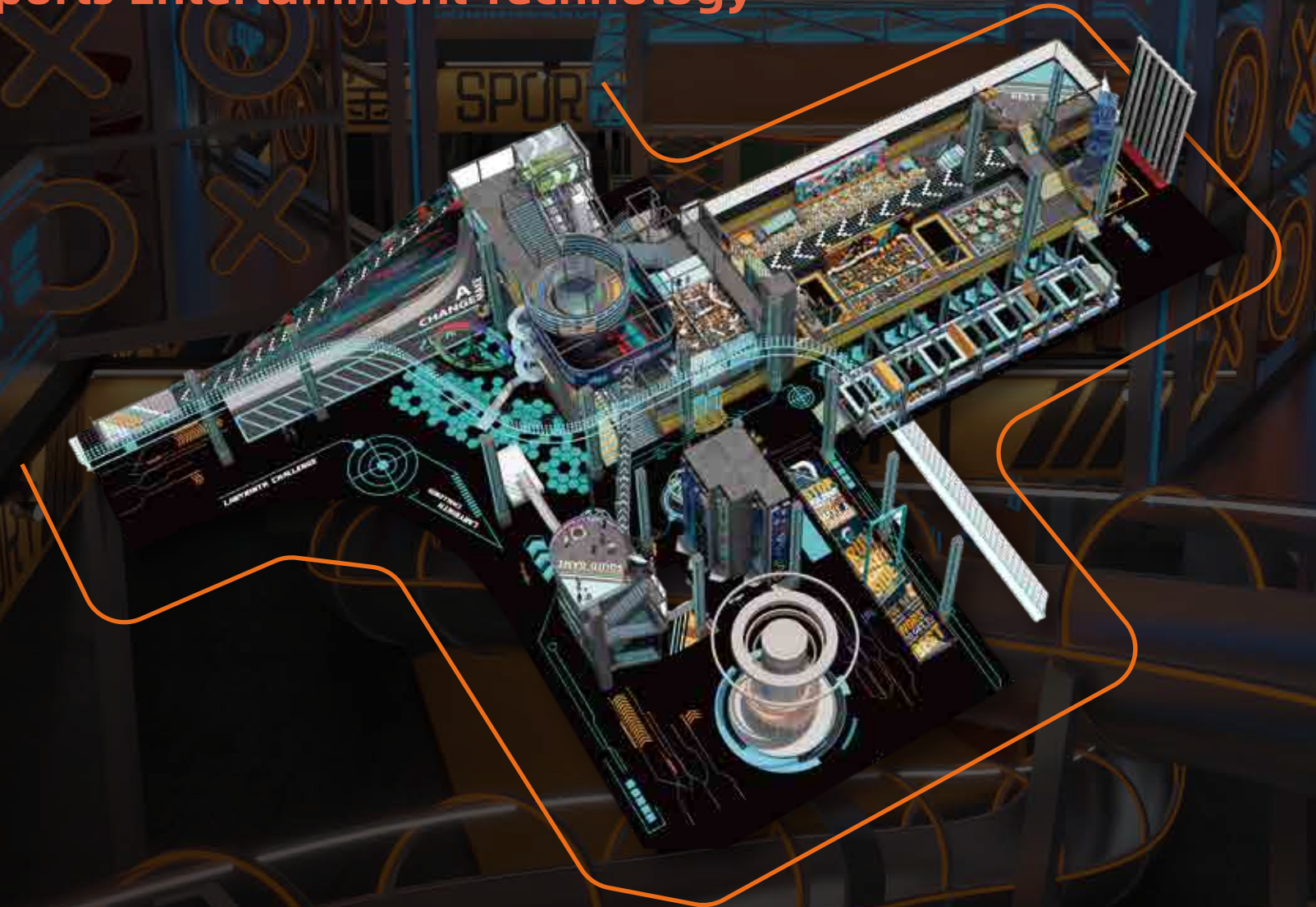
GIANT ISLAND

Sports Entertainment Technology

Amusement
GIANT
ISLAND



Company name: Giant Island (Shanghai) Sports Entertainment Technology
Address: Room 2208, Block B, Honghui International Plaza,
1600 West Zhongshan Road, Xuhui District, Shanghai, 200030.
Official Web: <https://www.giantislandspace.com/>
Contact Us: Taylor Xiao +86 152-6562-8762
Email: Giantisland.Sports@gmail.com



PRODUCT MANUAL

CORPORATE PROFILE

The Family Sports Entertainment Leader of light sports

Shanghai Giant Island Sports and Entertainment Technology was founded in 2016. It is a one-stop light sports and entertainment service provider with positioning planning, brand incubation, project planning, full case design, equipment production and research and development, construction landing, after-sales service, commissioned operation, and financing. Since its establishment, the company has taken light sports and light sports as the concept, planning/design as the core driving force, differentiated solutions, high standard production&innovative research and development quality, perfect global supply chain, high completion landing ability, high-quality after-sales service, serving multiple real estate developers, cultural and tourism groups, urban investment companies, entertainment chain brands, etc.

The landing projects cover various types such as light sports and entertainment complexes, sports themed Mall sports parks, digital light sports centers, ice and snow worlds, digital sports, trendy sports and entertainment blocks, family sports and entertainment centers, sports bars, cultural and entertainment industrial parks, sports and cultural tourism, children's themed science and technology museums, outdoor sports camps, outdoor adventure parks, factory renovations, and secret room challenges.



► Directly operation brands it owns

- The sports park of Giant Island Major League
- Crazy Grids Trendy play Square

► Joint operation brands

- Party King Sports Square
- Longxin Sports World



Production and ManufacturingCenter



Application scenario

Comprehensive turnkey project One-stop landing service

- The main stores of shopping centers
- Theme based commercial MALL
- Factory Park Renovation
- Cultural and tourism complex industry
- Cinema renovation
- Large scale theme park
- Renovation of Hot Spring Resort Hotel
- Revitalize idle assets

| | | | | |
|-------------------------------|-----------------------|------------------------------------|------------------------------------|-----------------------------|
| Light Sports Complex Industry | Digital Sports | Sports-themed Mall | Family Sports Entertainment Center | Kids Technology Center |
| | | | | |
| Sports-themed Bar | Extreme Sports Center | Trendy Sports Entertainment Avenue | Immersive Themed Park | Complex Trampoline Center |
| | | | | |
| Parenting Park | Secret Room Challenge | Outdoor Sports Land | Outdoor Adventure Park | Trendy Entertainment Center |
| | | | | |

CORE ADVANTAGE

Compared with other traditional design companies and equipment manufacturers, We serve as your project consultants and design advisors.

A

A reasonable return on investment plan

B

WHAT types of products are suitable for your site?

C

THE most important thing is that we can help you create a profitable solution

D

Through preliminary planning, comprehensive design, and cost estimation. we create the most cost-effective project for you.

SERVICE CONTENTS

01. PROJECT CONSULTATION

We could provide a solid return on investment plan by conducting professional market research on the surrounding area (such as local culture, target groups, consumption ability, and thematic elements), and creating a reasonable sports park proposal and project cost

02. MASTER PLANNING

While doing a master plan, we integrate equipment from our supply chain in addition to utilizing our own. This approach aims to maximize project utilization, enhance differentiation, and enrich the overall experience.

03. CONCEPTUAL DESIGN

We offer creative thematic designs to make the project stand out in the market.

04. DETAILED DESIGN

Having detailed equipment specifications, we refine the design to seamlessly integrate space planning with equipment, ensuring the successful implementation of the project.

05. MANUFACTURING

We possess a product R&D department along with skilled product designers capable of customizing and innovating new products for production

06. ONE-STOP PRODUCTION PLATFORM

We have access to a global equipment gallery and manufacturer supply chain, enabling us to manage the entire production and installation process, ensuring that all products meet operational requirements.

07. CONSTRUCTION / INSTALLATION

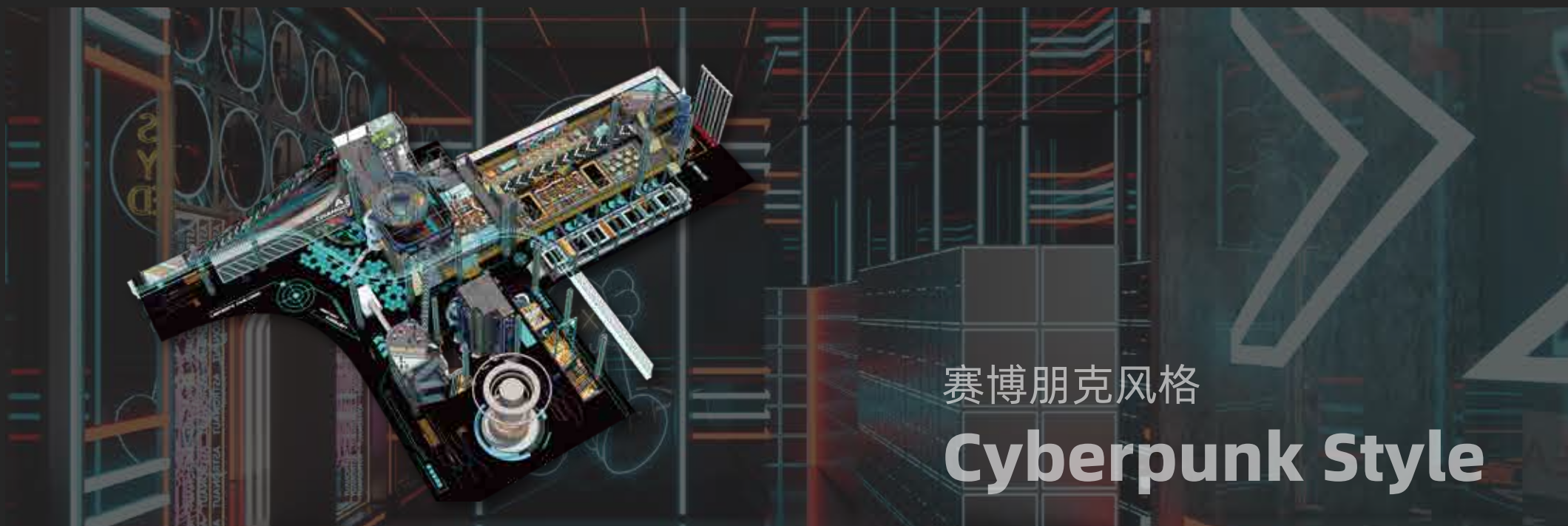
We possess safety construction qualifications, and a professional construction and equipment installation team to ensure the successful implementation of the project

08. AFTER-SALES / OPERATION TRAINING

With 8 years of deep involvement in the sports and entertainment industry, Giant Island Sport offers a comprehensive after-sales service and operation management system, addressing clients' concerns and earning good reception.



FULL CONCEPT IMPLETATION



FULL CONCEPT IMPLETATION

giantislandspace.com

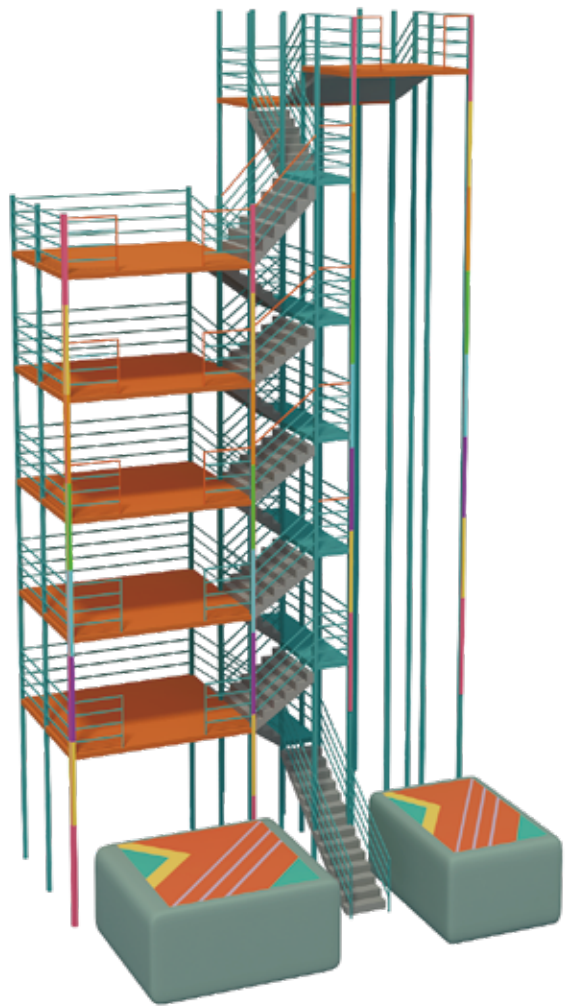


INDOOR PLAYGROUND PRODUCTS



EXTREME SPORTS

01 FREE FALL



02 360 BIKE



03 A LEAP OF FAITH



04 ELASTIC BALL



05 EXTREME SWINGING ROPE



06 HIGH ALTITUDE SWING



EXTREME SPORTS

SPACE THEME



EGYPTIAN THEME



CYBERPUNK THEME



CIRCUS THEME

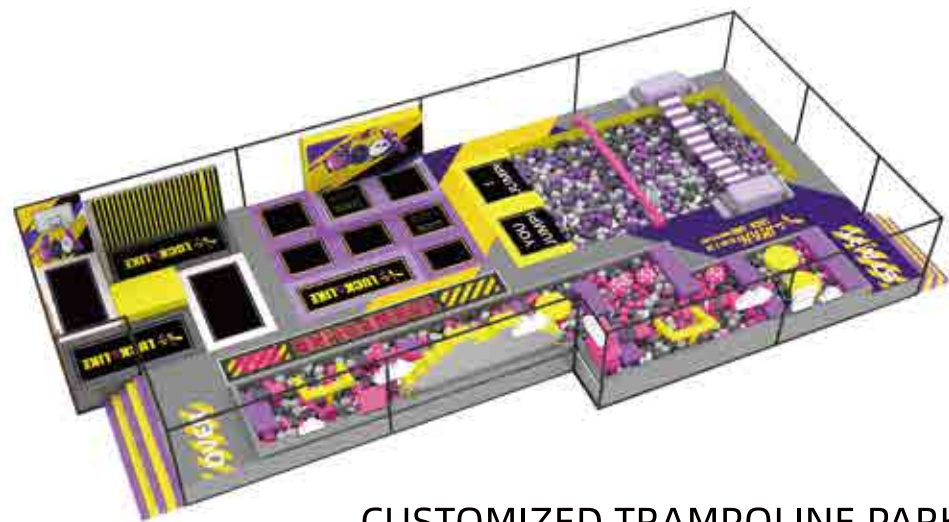


CYBERPUNK THEME



CYBERPUNK THEME





CUSTOMIZED TRAMPOLINE PARK
WITH OBSTACLE COURSE



PROFESSIONAL TRAMPOLINE



01 BRIDGE BATTLE



02 PARKOUR



03 PRESS THE LIGHTS



04 CLIMBING



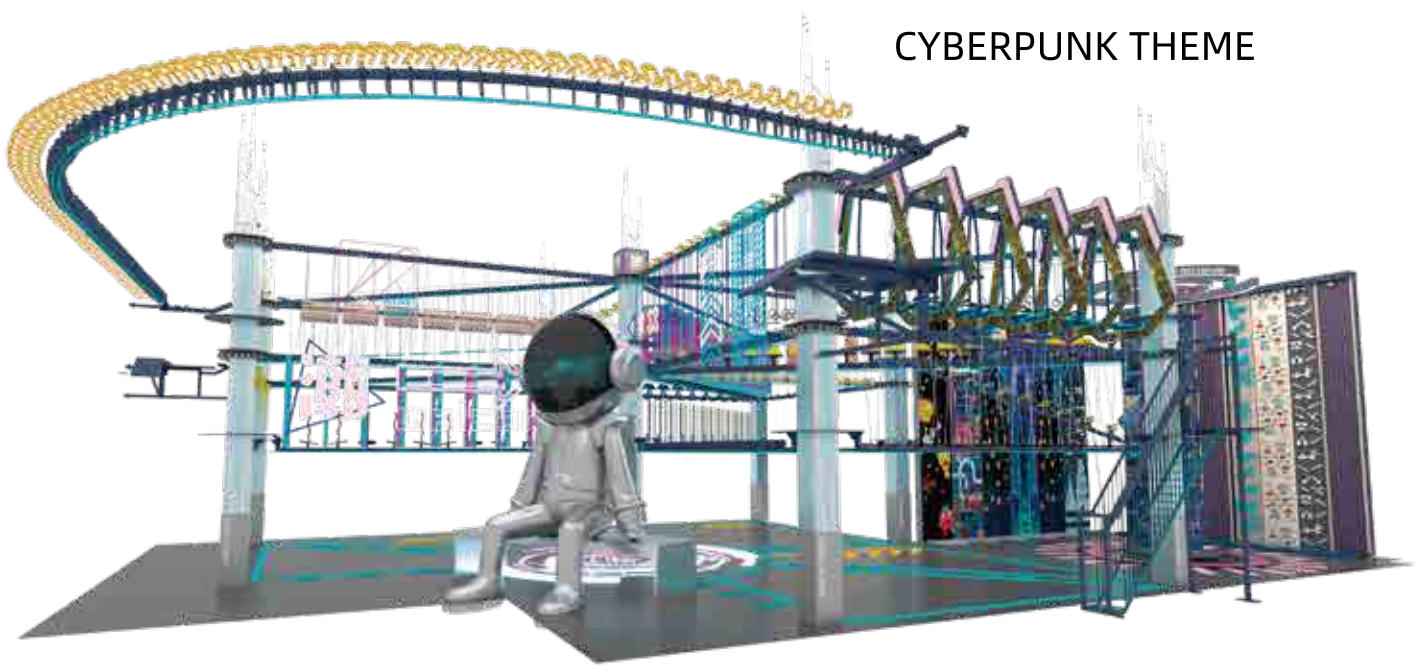
05 BASKETBALL



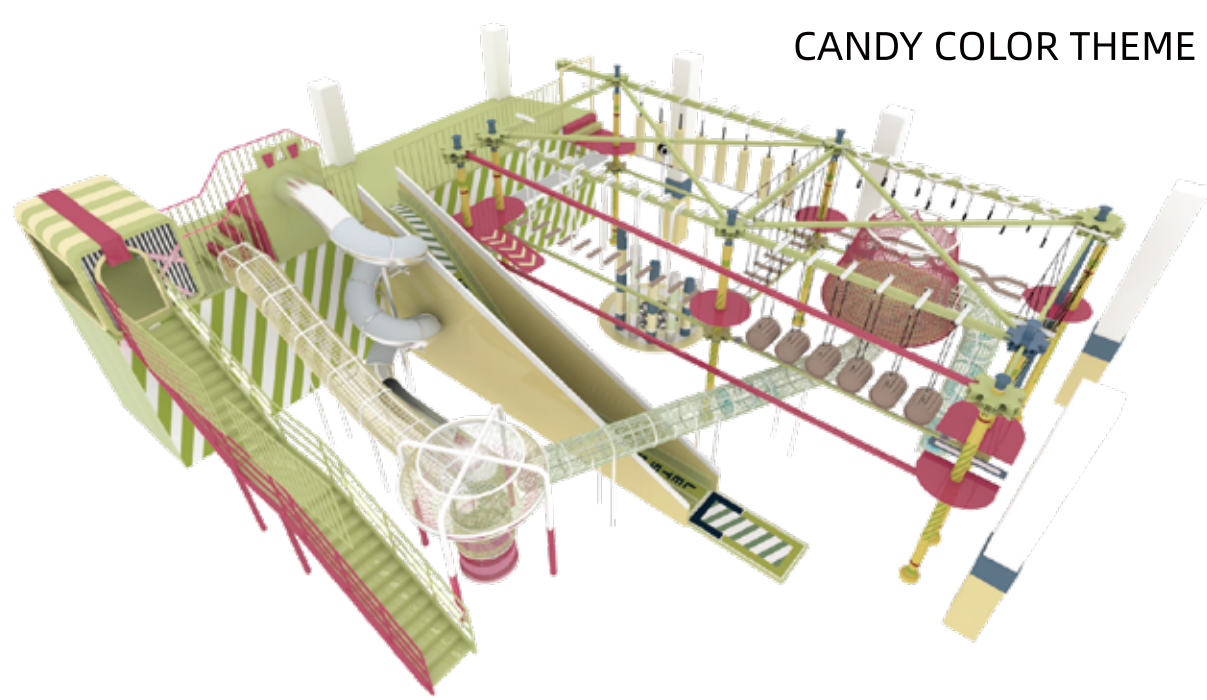
06 FREE FALL



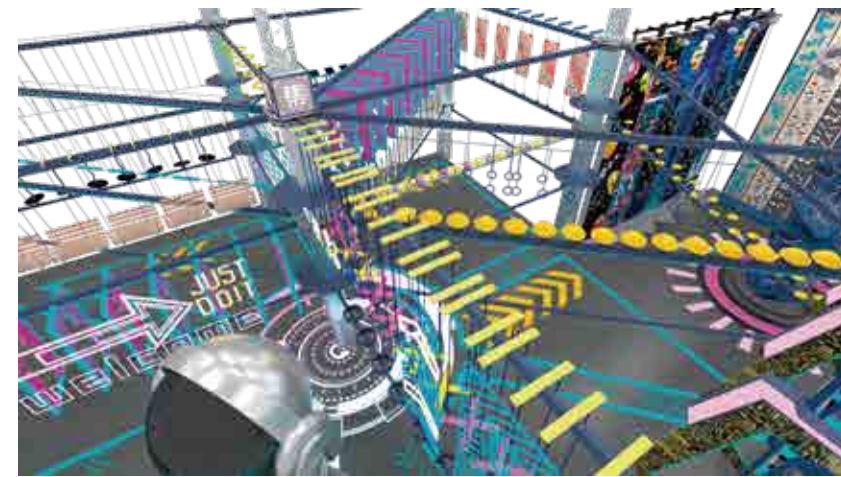
CYBERPUNK THEME



CANDY COLOR THEME

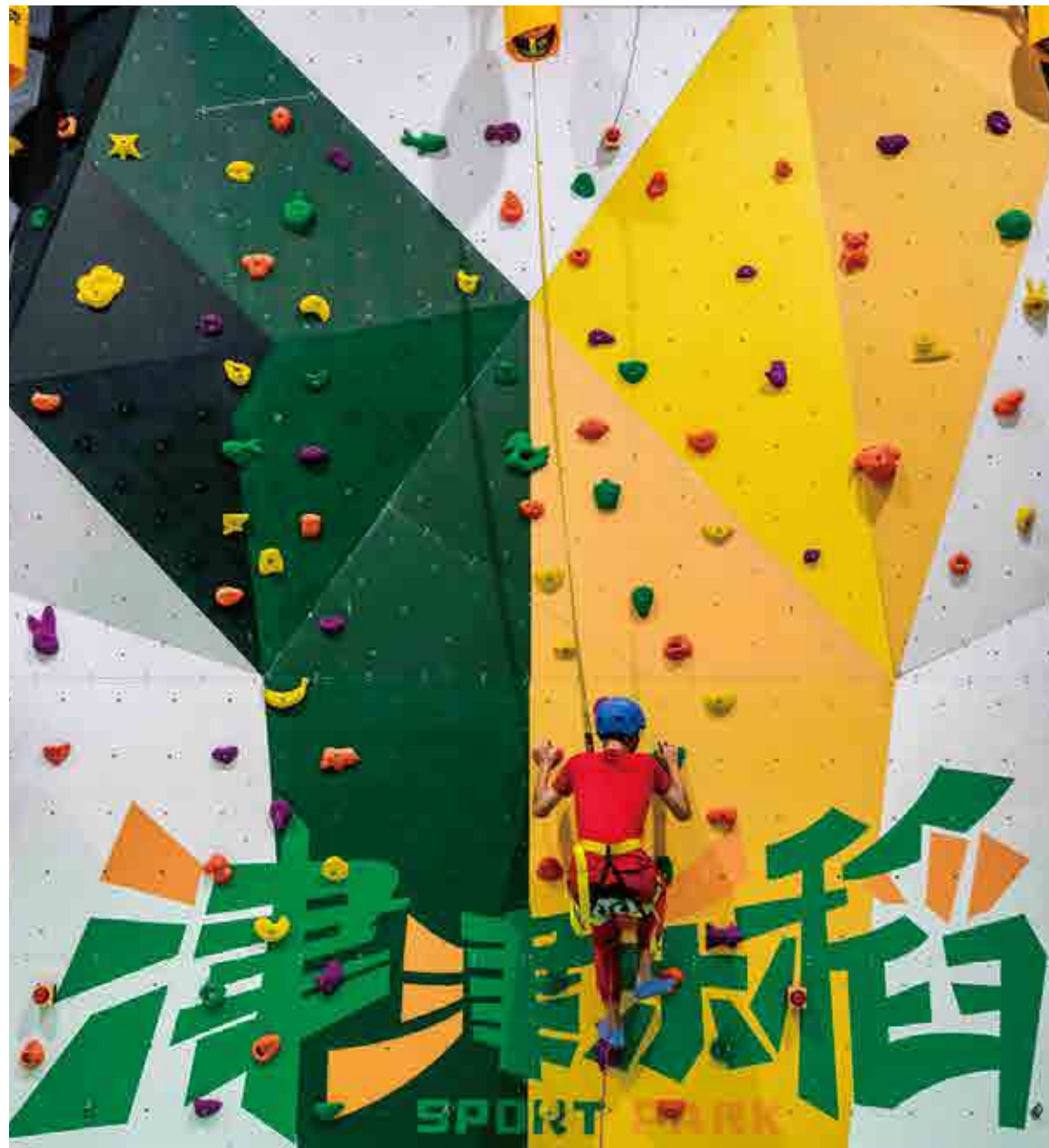


AMERICAN SPORTS THEME





BOULDERING



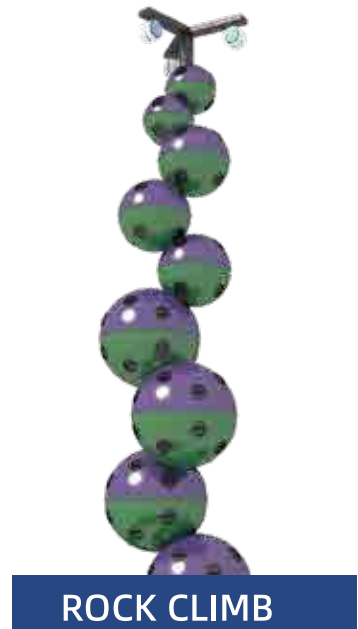
FUN WALLS



SOFTBAG WALL



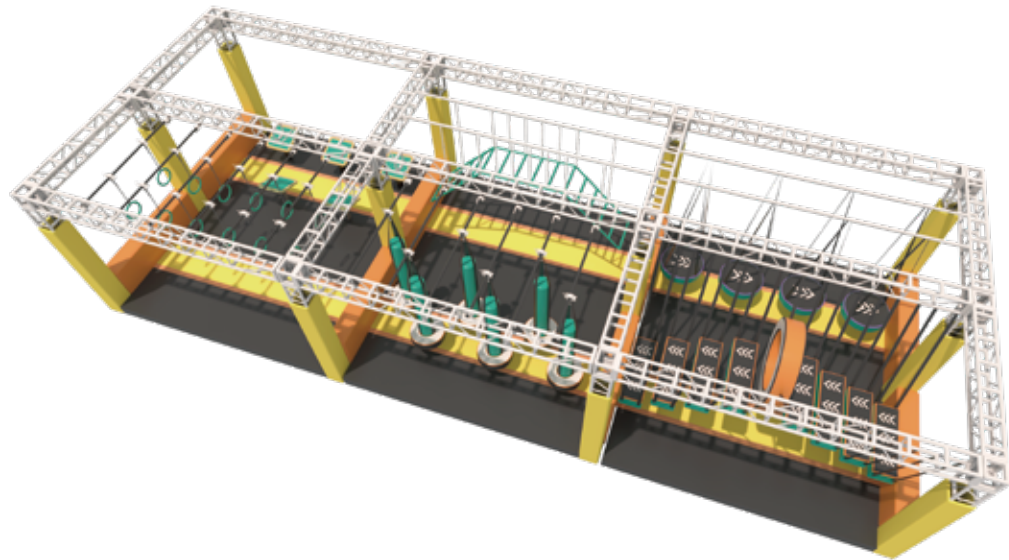
SKY STEPPER



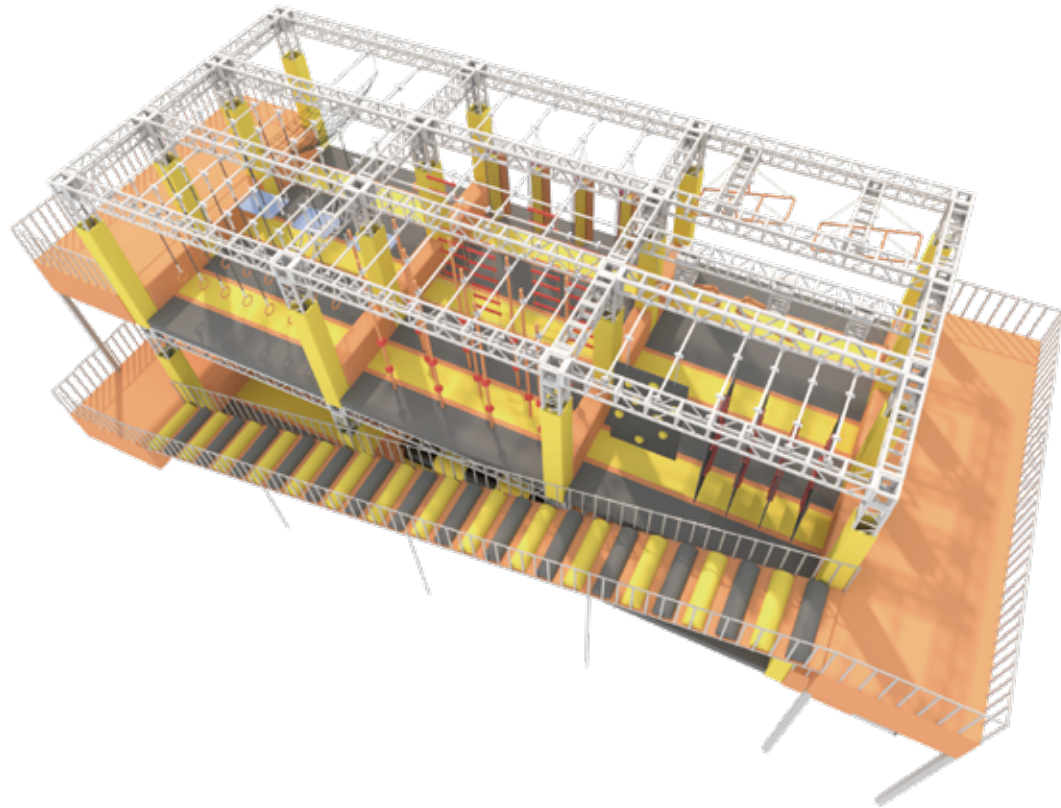
ROCK CLIMB



RUBIK'S CLIMB



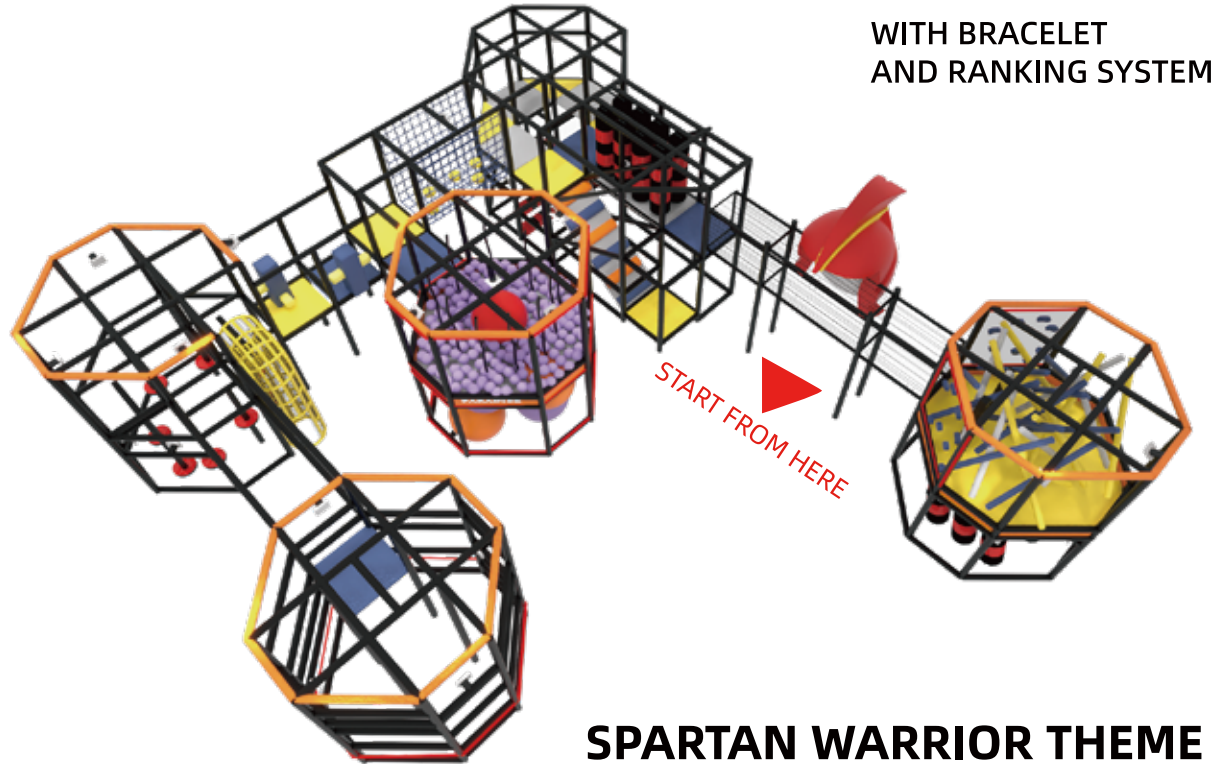
SINGLE LEVEL



DOUBLE LEVELS



NINJA TAG ACTIVE

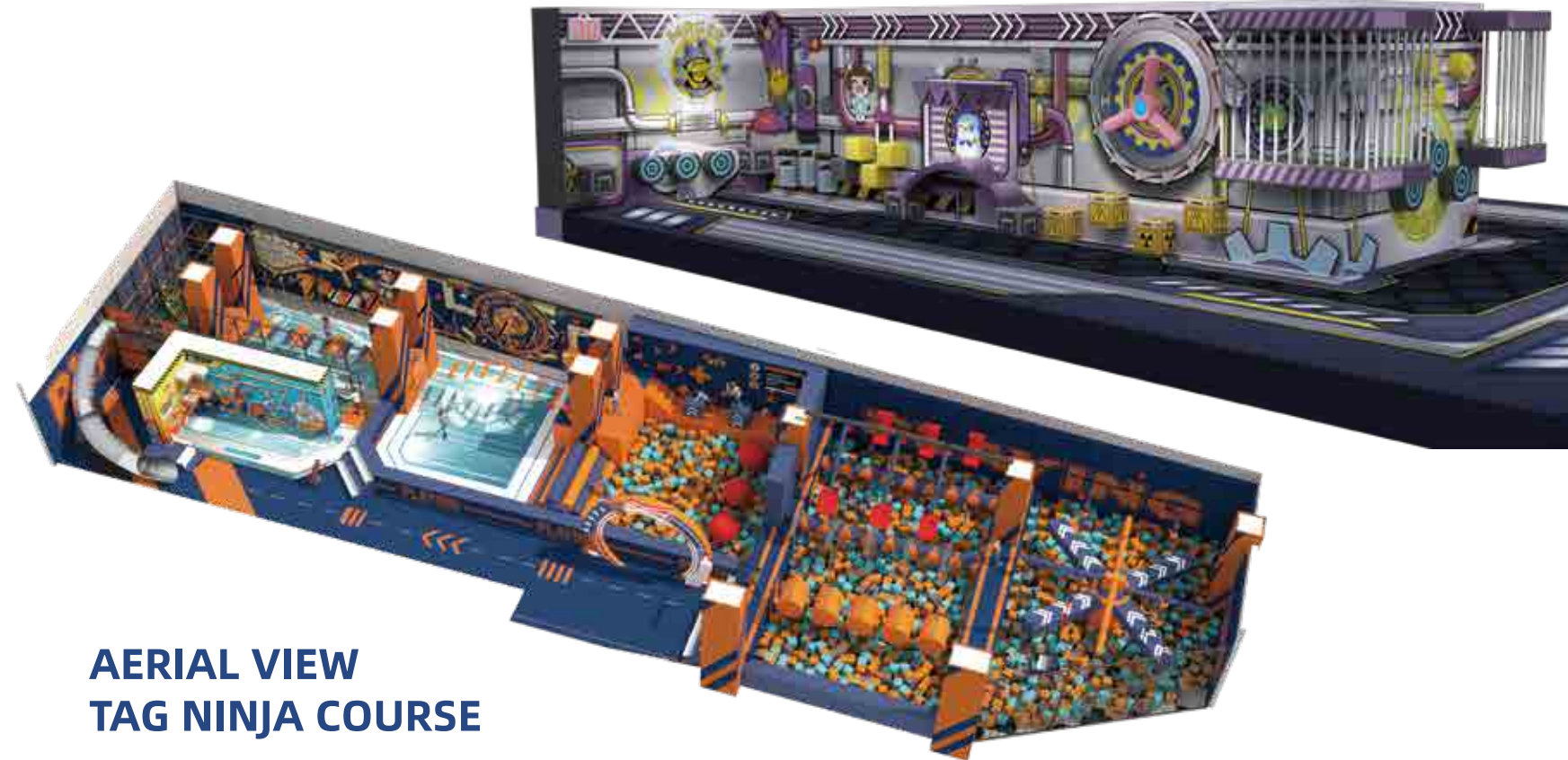


NINJA TAG ACTIVE

MONOPOLY THEME
OBSTACLE COURSE



AERIAL VIEW
TAG NINJA COURSE



WALL CHALLENGES

CUSTOMIZED TAG NINJA COURSE

SCREAMING SLIDE



**DONUT SLIDE
FLYING VERSION**

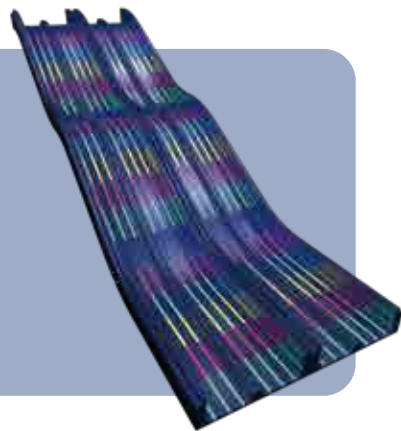


DONUT SLIDE



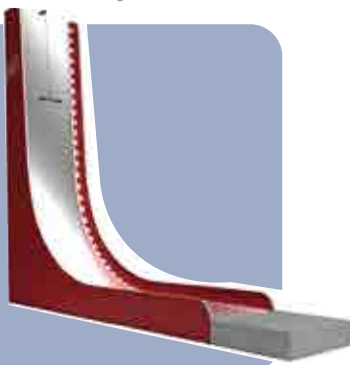
WAVE SLIDE

Material : Fiberglass



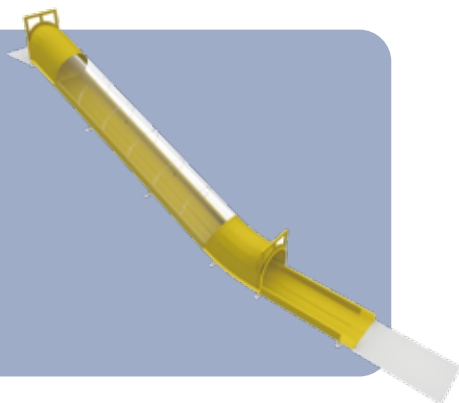
PARABOLIC SLIDE

Material : Stainless Steel



TUBE SLIDE

Material : Fiberglass



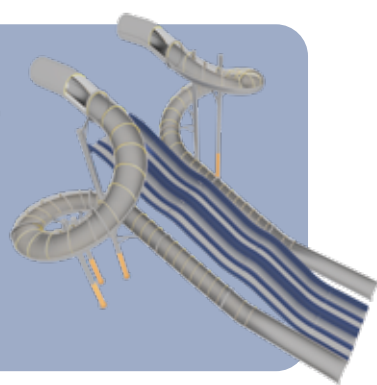
SPIRAL SLIDE

Material : Stainless Steel



SLIDE CARNIVAL

Material : Stainless Steel



HORN SLIDE

Material : Fiberglass+
Streamer ribbon+
Softbag



MR CAR EXPERIENCE



DRIFT CAR



DOUBLE-LEVEL GO KART



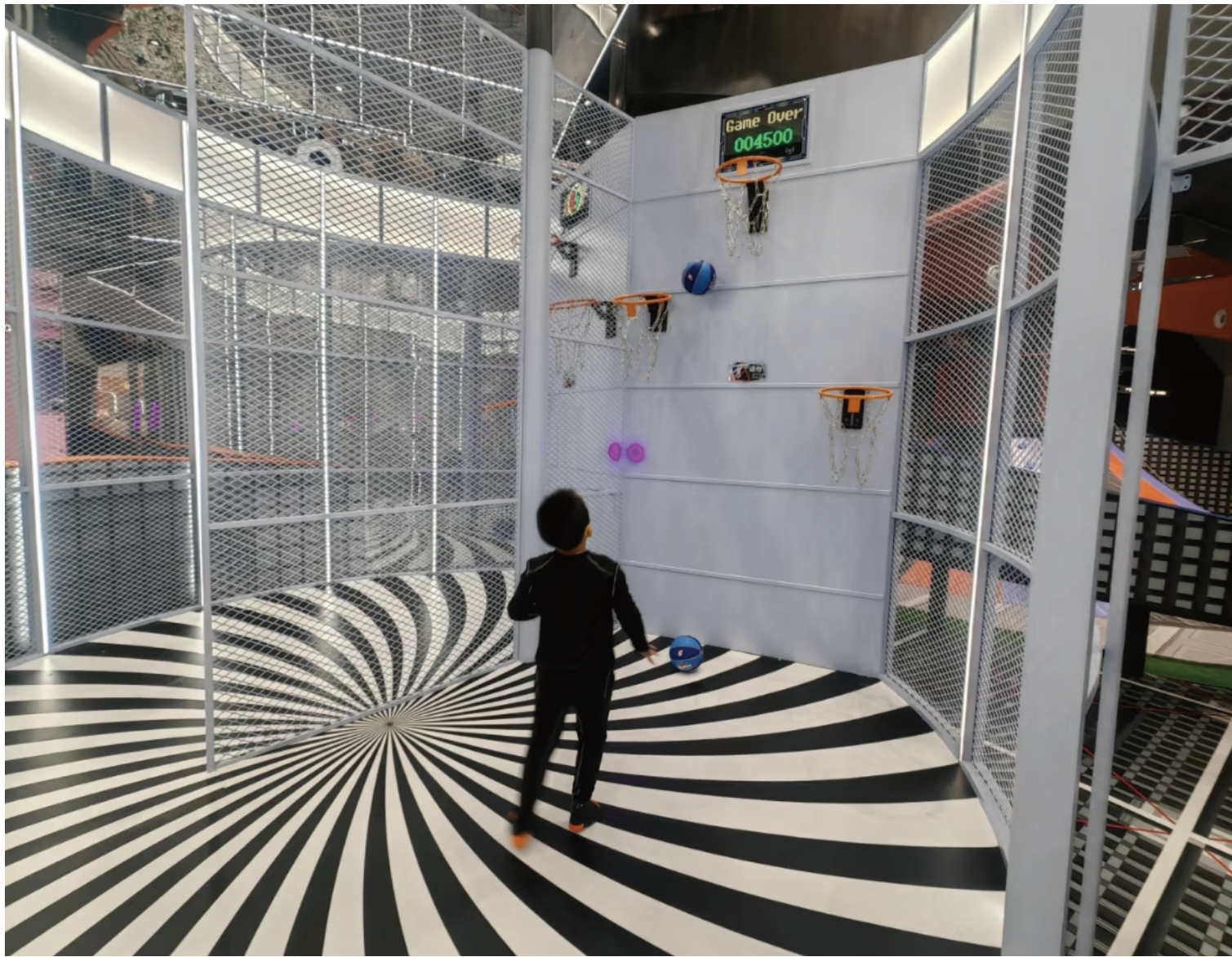
CUSTOMIZED PRODUCTS



CUSTOMIZED PRODUCTS



CUSTOMIZED PRODUCTS



DIGITAL PRODUCTS





CAGE BASEBALL

This not only restores the real competition on the field, but also allows players to better enjoy the fun of the game, transforming into ace players and becoming the strongest players on the field.

| | |
|-----------|---------------------|
| SIZE | 4m (W)*12m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 6+ |
| PLAY TIME | 3-5 MINS / ROUND |



SIMULATED ARCHERY

Based on the basic form of traditional archery, digital new media technology is used to create visually impactful real-life scenes, allowing users to participate and bring a multi sensory immersive experience.

| | |
|-----------|--------------------|
| SIZE | 4m (W)*4m(D)*4m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 MINS / ROUND |



ARCHERY

It is one of the essential projects in comprehensive sports halls. On the basis of traditional archery, a scoring system has been added to enhance archery attributes.

| | |
|-----------|--------------------|
| SIZE | 4m (W)*4m(D)*4m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 MINS / ROUND |



(Stadium specific)
THREE-POINT BASKETBALL GAME

It caters to the development trend of "light exercise" in the sports and fitness market, exercises participants' reaction and adaptability under logical rules.

| | |
|-----------|---------------------|
| SIZE | 1m (W)*12m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



ACTION CROSSING

Within a limited time frame, you need to quickly refer to the on-screen wall prompts and make various difficult poses and movements to obtain scores or perfect photo records through the wall.

| | |
|-----------|------------------------|
| SIZE | 4m (W)*5.5m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



TRAP SHOOTING

Pay attention to the flying saucer in the game interface, aim with a gun and try to shoot it down as much as possible, three times per game, and can fire three shots each time.

| | |
|-----------|--------------------|
| SIZE | 4m (W)*4m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 5-8 mins / round |



SIMULATED TAEKWONDO

It is particularly suitable as a leisure activity for exercising and releasing emotions at present, with the characteristics of venting and relieving stress, fitness and entertainment.

| | |
|-----------|--------------------|
| SIZE | 4m (W)*4m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



DYNAMIC MOUNTAIN BIKE

The experienter steps on a real mountain bike in front of the big screen, and combines it with the virtual content of the big screen to immerse themselves in mountain bike riding.

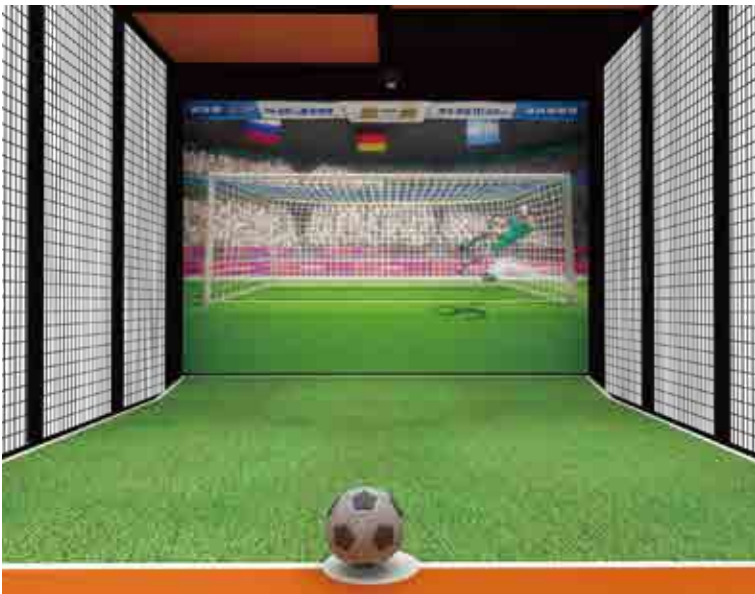
| | |
|-----------|----------------------|
| SIZE | 5m (W)*8m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 12+ |
| PLAY TIME | 3-5 mins / round |



COLORFUL SQUASH

According to the basic rules of Colorful Squash, the use of light and shadow interaction and special effects music makes the space atmosphere more full. Added game scene settings to get rid of the monotony of hitting walls directly.

| | |
|-----------|----------------------|
| SIZE | 4m (W)*7m(D)*3.5m(H) |
| CAPACITY | 2 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



PENALTY SHOOTOUT

It selects the most representative penalty kicks and free kicks as challenge modes, and by obtaining and simulating the real ball speed and angle, allows players to also try Zinedine Zidane's spoon penalty kick.

| | |
|-----------|------------------------|
| SIZE | 4.2m (W)*7m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 5+ |
| PLAY TIME | 3-5 mins / round |



GOALKEEPER

The robot goalkeeper project is popular in Europe. Robots have multiple defensive speeds, and when playing football, sensors will make judgments to determine the direction and speed of the robot's goalkeeper.

| | |
|-----------|----------------------|
| SIZE | 5m (W)*8m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 12+ |
| PLAY TIME | 3-5 mins / round |



INTERACTIVE CLIMBING

It will track individual body parts and respond in real-time to the actions of the experienter. Games and training applications can be specially customized for any age or skill level,

| | |
|-----------|---------------------|
| SIZE | 4m (W)*12m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 6+ |
| PLAY TIME | 3-5 mins / round |



SIMULATED BADMINTON

The simulated badminton is designed with a non-standard badminton court, and the system has multiple practice modes suitable for men, women, seniors, juniors, and more.

| | |
|-----------|------------------------|
| SIZE | 4.2m (W)*9m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 5+ |
| PLAY TIME | 3-5 mins / round |



SIMULATED GOLF

Using visuals to create virtual scenes and motion capture systems to simulate the flight trajectory of golf, allowing customers to experience golf in indoor spaces as well.

| | |
|-----------|--------------------|
| SIZE | 4m (W)*6m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 8-10 mins / round |



AR TRAMPOLINE

By adopting human-computer interaction, the trampoline is entertaining and the game is personified, enhancing the user experience. While playing the game, users also engage in sports activities.

| | |
|-----------|---------------------|
| SIZE | 4m (W)*12m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 6+ |
| PLAY TIME | 3-5 mins / round |



FORMULA 1 SIMULATION RACE CAR

The simulation race car adopts virtual reality high simulation technology, which can compare with real race cars in terms of overtaking, acceleration, braking, etc.

| | |
|-----------|------------------------|
| SIZE | 2.5m (W)*2m(D)*1.5m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 5-8mins / round |



SIMULATED TENNIS

a beneficial indoor sports activity that is now one of the most popular indoor sports internationally. The indoor simulated tennis system has multiple practice modes, suitable for men, women, seniors, juniors, and more.

| | |
|-----------|---------------------|
| SIZE | 4m (W)*12m(D)*3m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



RACING

The screen racing system combines advanced sensor technology to interact with sports parameters and the screen field, bringing sports enthusiasts a new sports experience and more interesting sports modes.

| | |
|-----------|----------------------|
| SIZE | 17m (W)*12m(D)*3m(H) |
| CAPACITY | 3-5 |
| AGE | 5+ |
| PLAY TIME | 2-5 mins / round |



SIMULATED CURLING

Simulated Curling is based on the traditional principles of curling, using digital multimedia technology to simulate and recreate the Beijing Winter Olympics arena.

| | |
|-----------|------------------------|
| SIZE | 3.8m (W)*5m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



HIGH-SPEED PING-PONG

Table tennis is also a ball sport that exercises the whole body. Playing table tennis can help with brain, eye, and limb development.

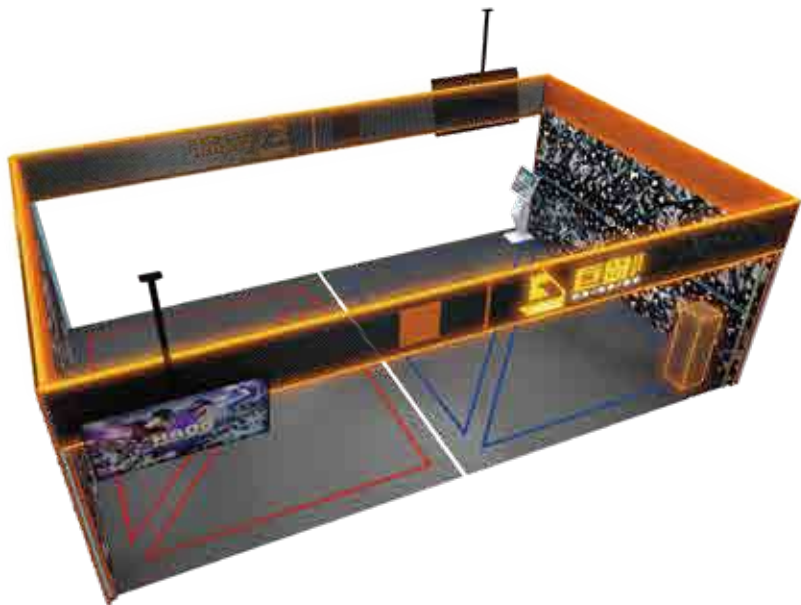
| | |
|-----------|-----------------------|
| SIZE | 3m (W)*65m(D)*3.5m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 3-5 mins / round |



SIMULATED SKIING

It combines outdoor skiing with 3D technology and presents it to players through projection.

| | |
|-----------|--------------------------|
| SIZE | 3.4m (W)*4.7m(D)*2.8m(H) |
| CAPACITY | 1 |
| AGE | 8+ |
| PLAY TIME | 10-15 mins / round |



HADO

All operations in HADO are entirely based on body movement and control. Combining the four skill points of "Energy Ball Speed", "Energy Ball Size", "Energy Storage Speed", and "Shield Ability"

| | |
|-----------|---------------------|
| SIZE | 10m (W)*6m(D)*3m(H) |
| CAPACITY | 6 |
| AGE | 8+ |
| PLAY TIME | 6-10mins / round |



CRAZY CYCLING

Multiplayer game function with up to eight players, featuring an interactive leaderboard and audience view, suitable for sports venues of various skill levels.

| | |
|-----------|--------------------|
| SIZE | 8m (W)*5m(D)*3m(H) |
| CAPACITY | 3-5 |
| AGE | 12+ |
| PLAY TIME | 3-5 mins / round |



CRAZY FLYING

Wing mounted flying is an innovative way to represent high-quality leisure sports. It enables you to fly or dive in the virtual world while improving your health.

| | |
|-----------|--------------------|
| SIZE | 8m (W)*5m(D)*3m(H) |
| CAPACITY | 3-4 |
| AGE | 12+ |
| PLAY TIME | 3-5mins / round |

OUTDOOR PRODUCTS





BASEBALL THEME PARK

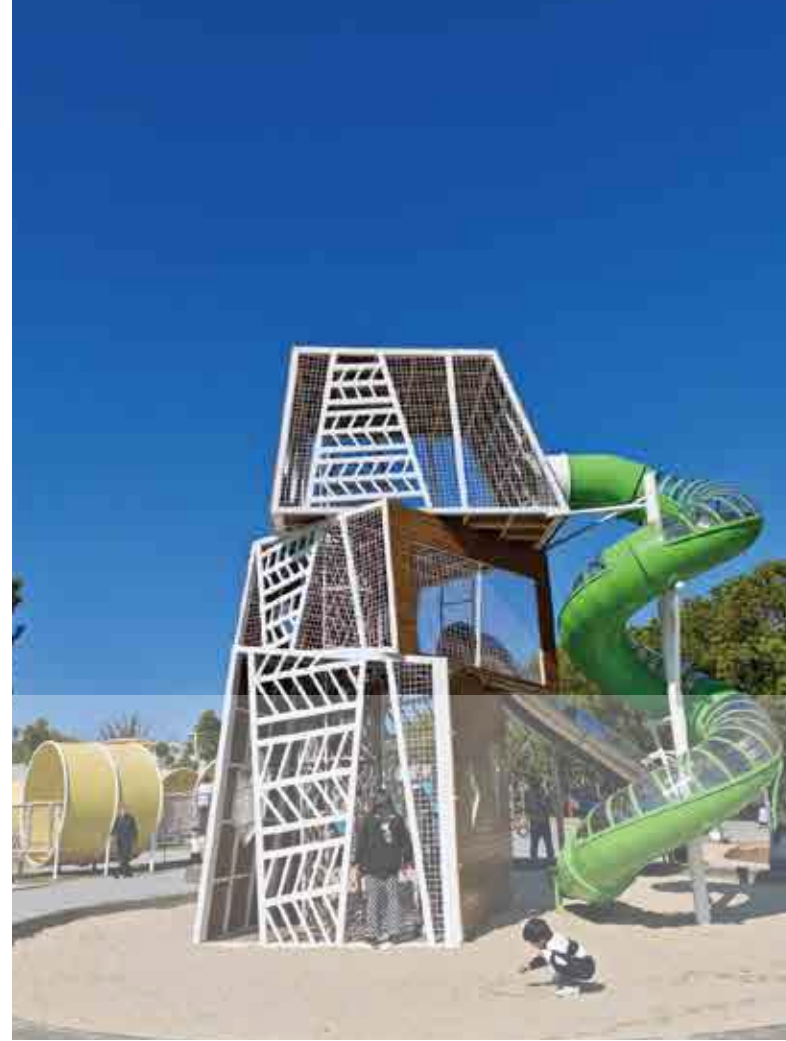


Ji district Tianjin- Mountain Outdoor Sports Park

It covers an area of 500 acres, this outdoor sports development is centered around the concept of "light sports" Parks operate with a core focus on natural exploration, outdoor exploration, and cultural exploration, build the project into a public health household for all seasons, all ages, and all time periods Foreign themed tourist destinations.



Outdoor Projects - Customized Product Drawings



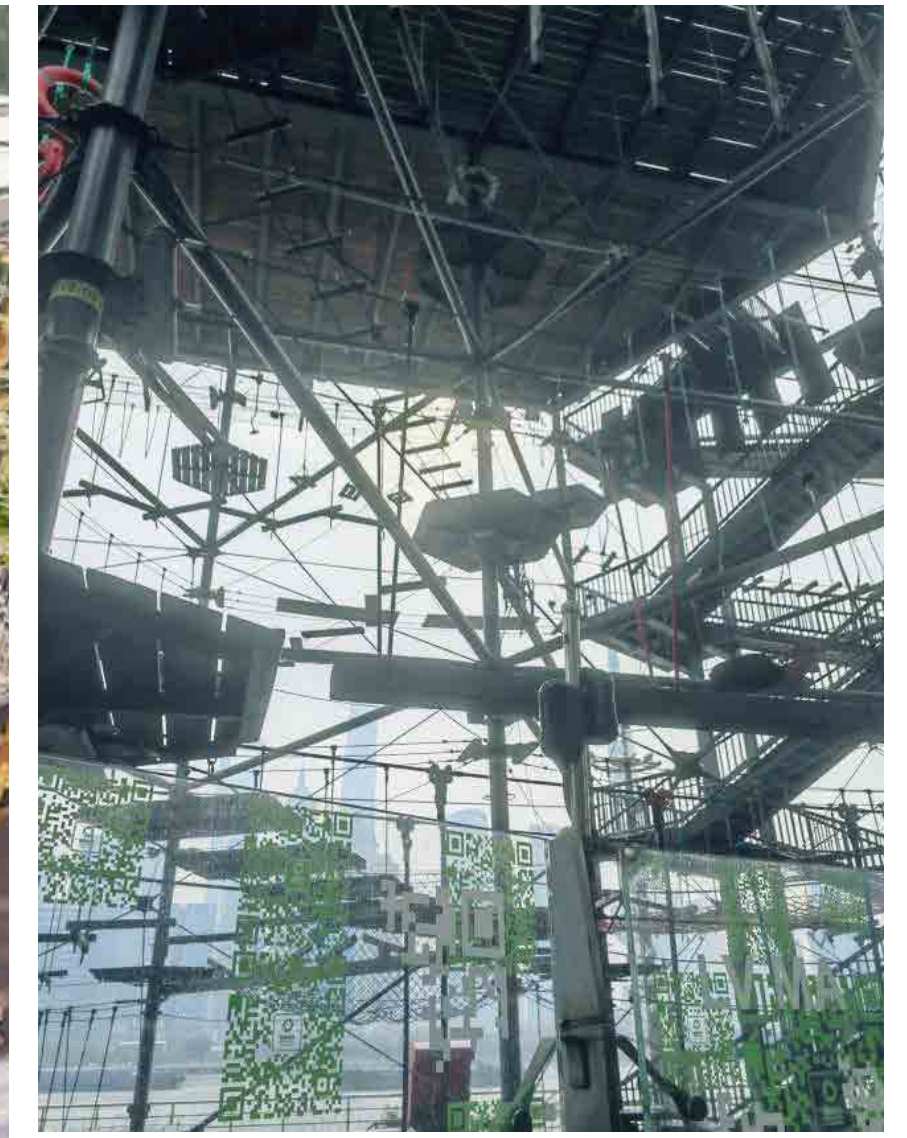


Customized Products Drawings Of Themed Amusement Park



Climbing Matrix

It is a flexible large-scale landscape amusement project that can adjust the height and range flexibly according to the site. The structures between the pillars are all triangular, ensuring the safety and stability of the project, as well as providing users with multiple options for challenging routes, such as high-altitude bicycles, climbing walls, balance beams, ropes and other projects to exercise users' coordination. The matrix is divided into high-altitude projects and children's projects, which can be participated in by parents and children, or by company teams and community activity. It is an interactive project that all age groups can participate in.



Customized Products Drawings Of Themed Amusement Park

Urban pocket parks

The design of urban pocket parks should keep focus on creativity, functionality, community participation, and sustainability. Integrate children's sports, fitness equipment, landscape performances etc. in limited venues to, create diverse shared public spaces for the community.



DRAGON TRIBE



ROPES CLIMBING



SWING



PLUM BLOSSOM PILE



CLIMBING



ROPES



SANDPIT CLIMBING



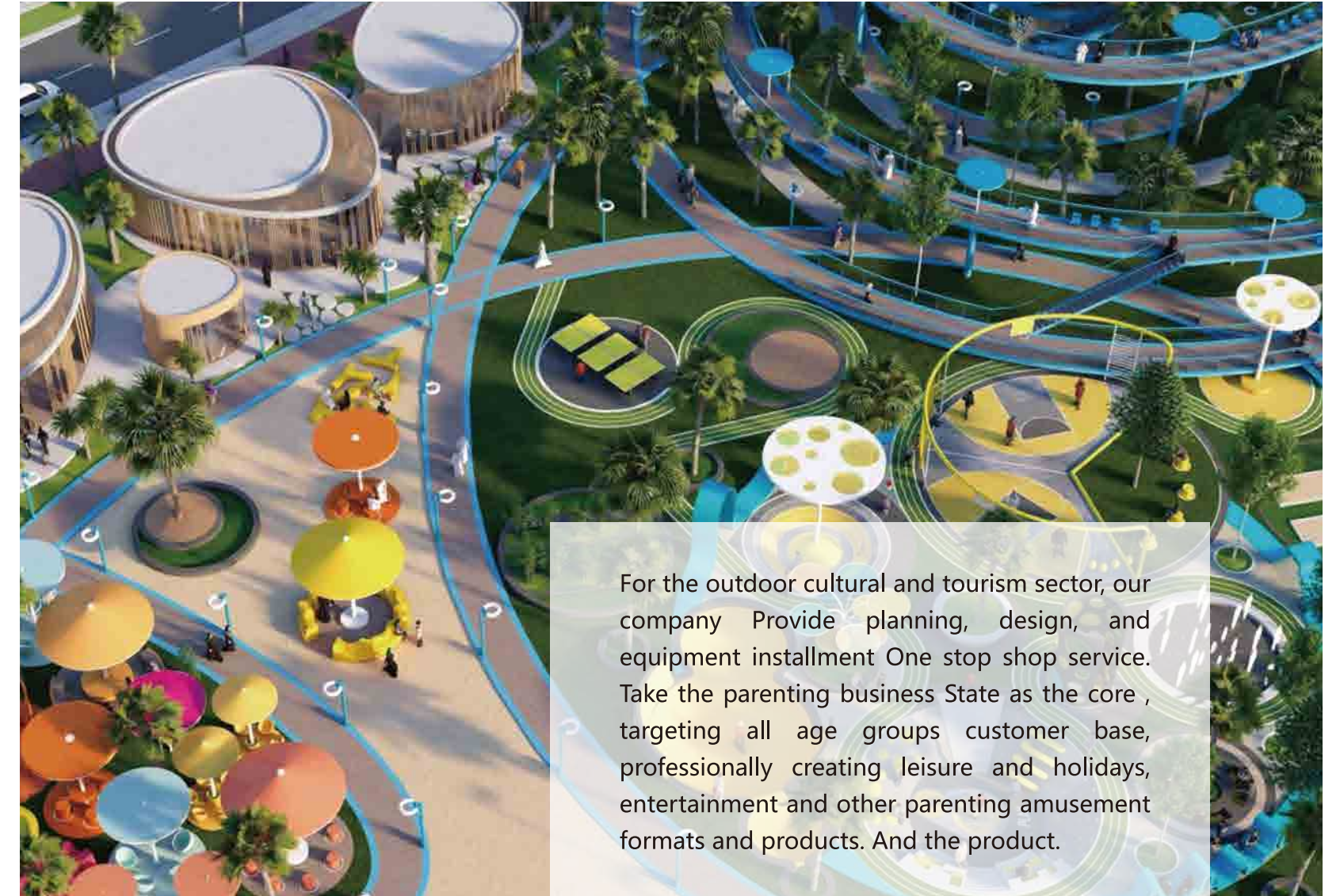
NINJA CROSSING



BRITISH OAK THEMED PARK



CULTURE AND TOURISM PLANNING



For the outdoor cultural and tourism sector, our company Provide planning, design, and equipment installment One stop shop service. Take the parenting business State as the core , targeting all age groups customer base, professionally creating leisure and holidays, entertainment and other parenting amusement formats and products. And the product.