

CTRL N

CUSTOM INTERACTIVE ENVIRONMENTS

INTERACTIVE PLAY SOLUTIONS

WE CREATE CUSTOM INTERACTIVE PLAY SOLUTIONS FOR CAFES, FAMILY SPACES, AMUSEMENT PARKS, AND PUBLIC VENUES – COMBINING GAMEPLAY, HARDWARE, DESIGN, AND REAL-WORLD INSTALLATION.

CO-CREATED FOR EACH VENUE, AUDIENCE AND VISUAL IDENTITY.

EXPLORE OUR SOLUTIONS

CAFE.CTRLN.EU



CTRL N INTERACTIVE TECHNOLOGIES AND PLAY SOLUTIONS

**WE'VE BEEN CREATING
INTERACTIVE SOLUTIONS
IN LITHUANIA SINCE 2016**

**BEFORE FINDING THE BEST
SOLUTIONS, WE TESTED
HUNDREDS OF PROTOTYPES
AND DEVELOPED DOZENS
OF INTERACTIVE DEVICES**

CTRL N

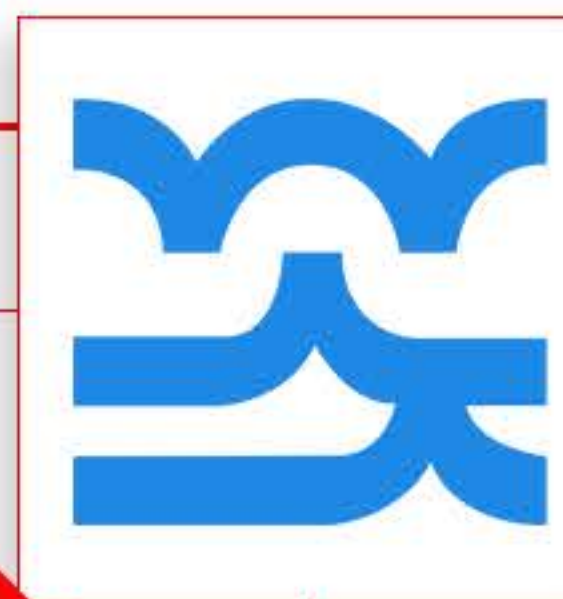
**5 MAJOR KIDS ENTERTAINMENT
PARKS IN EUROPE — VILNIUS,
RIGA, CHIȘINĂU, BRATISLAVA,
ESSEN**

**6 ESCAPE ROOMS IN VILNIUS
FEATURING OUR INTERACTIVE
PUZZLES**

**20+ INTERACTIVE PROJECTS FOR
ADVERTISING, EXHIBITIONS, AND
MARKETING EVENTS**

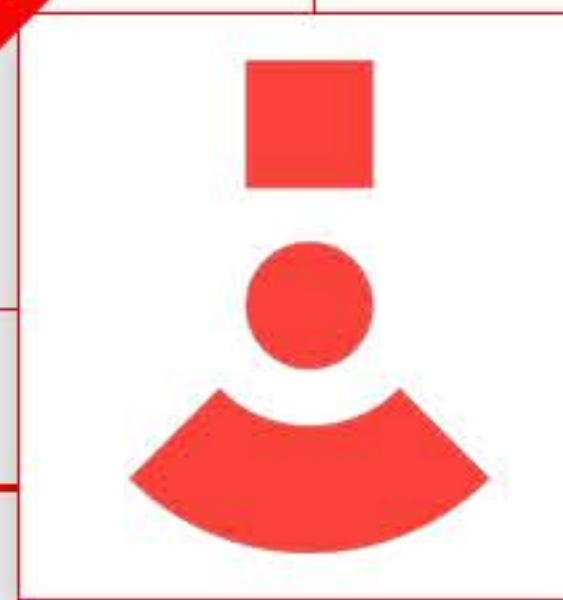
**4 LITHUANIAN MUSEUMS WITH
OUR EXHIBITS**

OUR EXPERIENCE



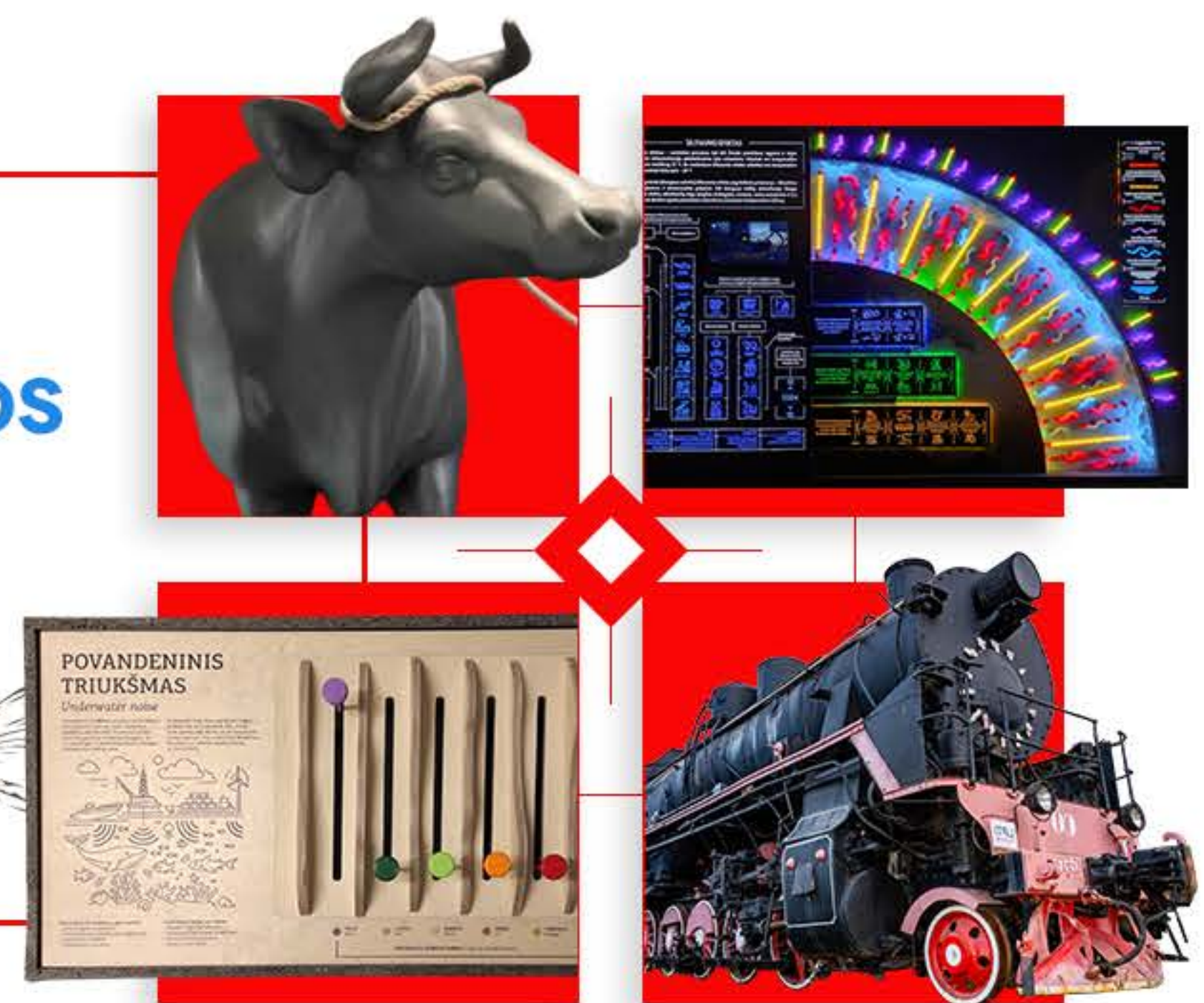
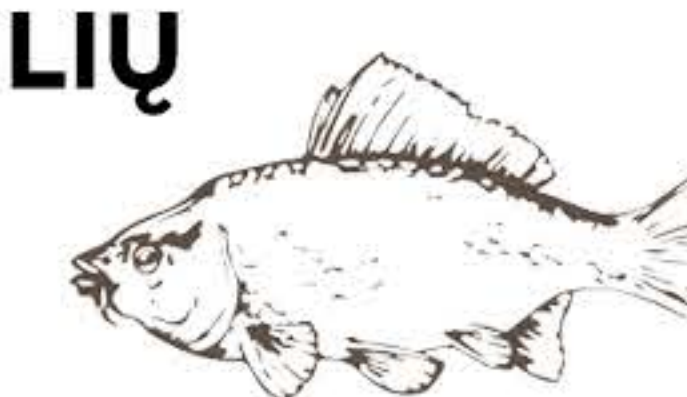
**AUKŠTAITIJOS
NACIONALINIO PARKO
LANKYTOJŲ CENTRO**

**LIETUVOS
HIDROMETEOROLOGIJOS
TARNYBA**



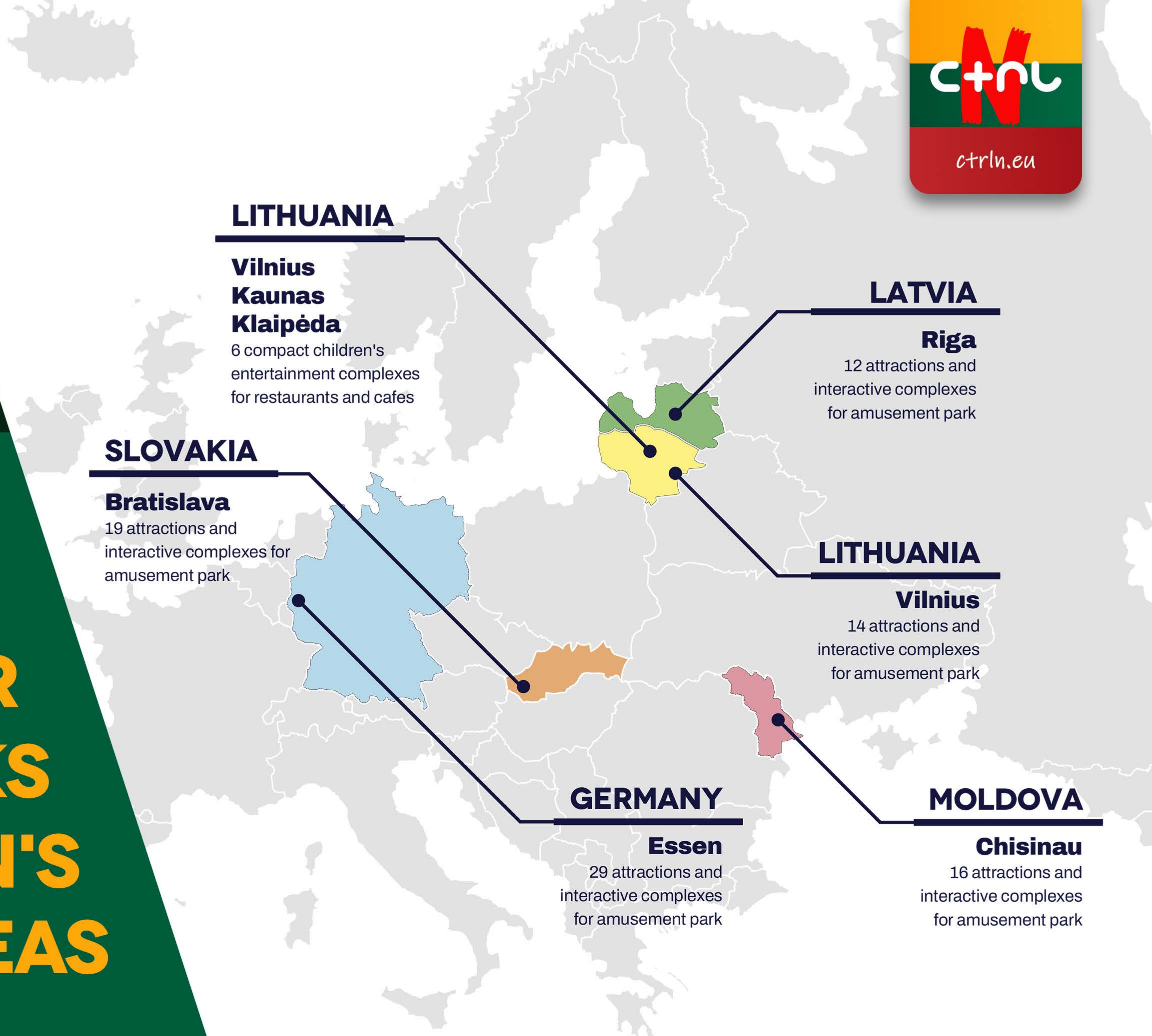
**LIETUVOS
JŪRŲ
MUZIEJUS**

**GELEŽINKELIŲ
MUZIEJUS
VILNIUJE**



**DESIGN
PRODUCTION
MAINTENANCE**

**CHILDREN'S
INTERACTIVE
COMPLEXES FOR
AMUSEMENT PARKS
AND CHILDREN'S
PLAY AREAS**



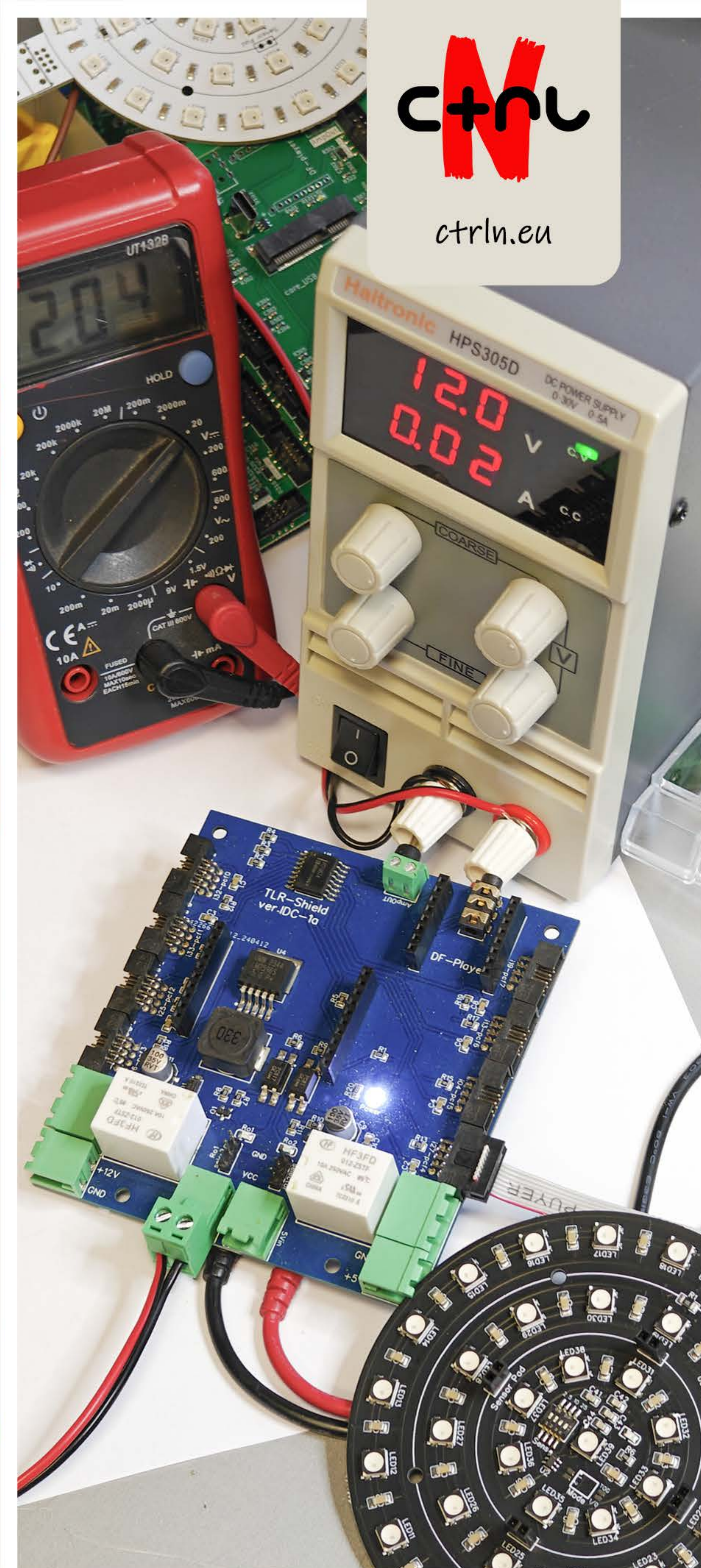
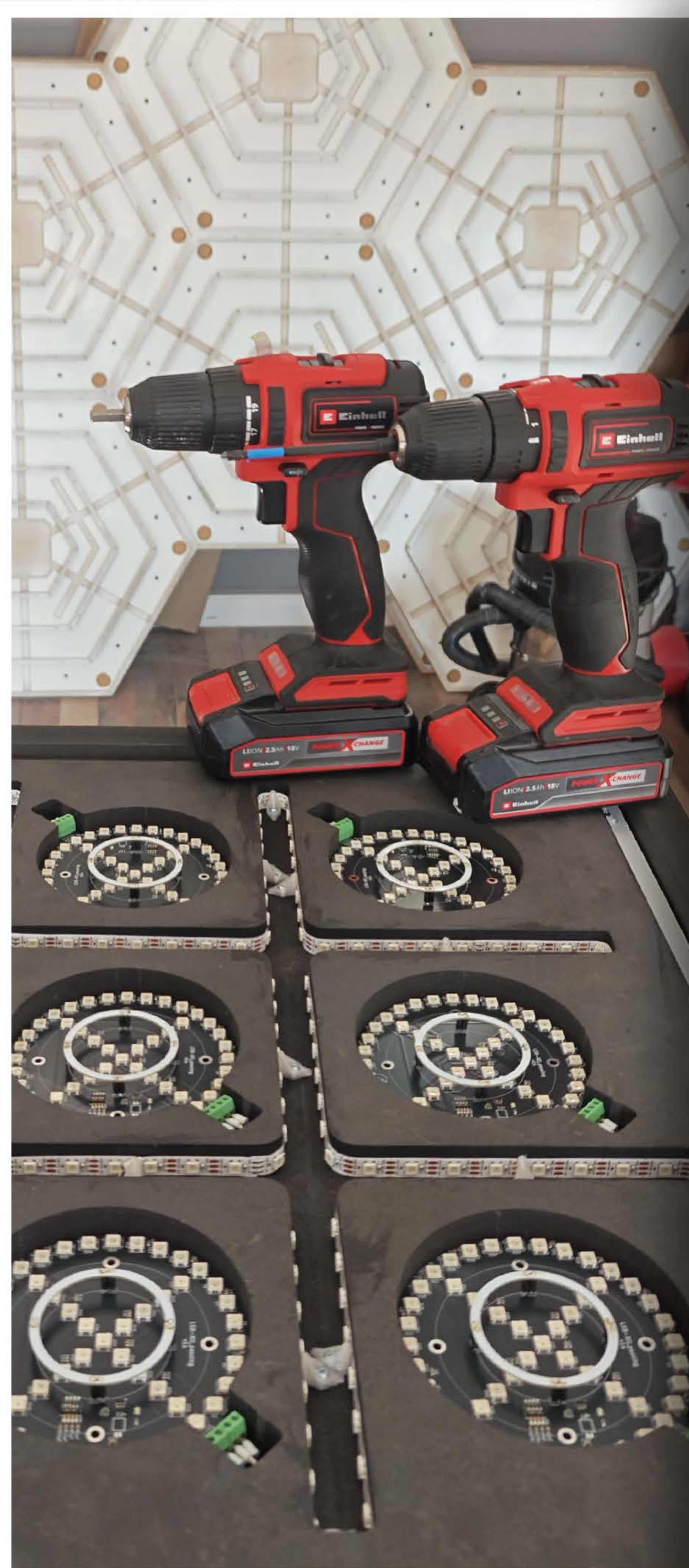
A collage of various 3D-printed plastic parts in different colors and shapes, including a white dome-shaped part, a blue and yellow geometric structure, a blue and yellow funnel-like part, a blue and yellow elbow joint, a blue and black dome-shaped part, and a stack of colorful circular discs. The background shows a 3D printer in operation.

3D-PRINTING
MANUFACTURE OF
UNIQUE PARTS WITH
ORIGINAL DESIGNS



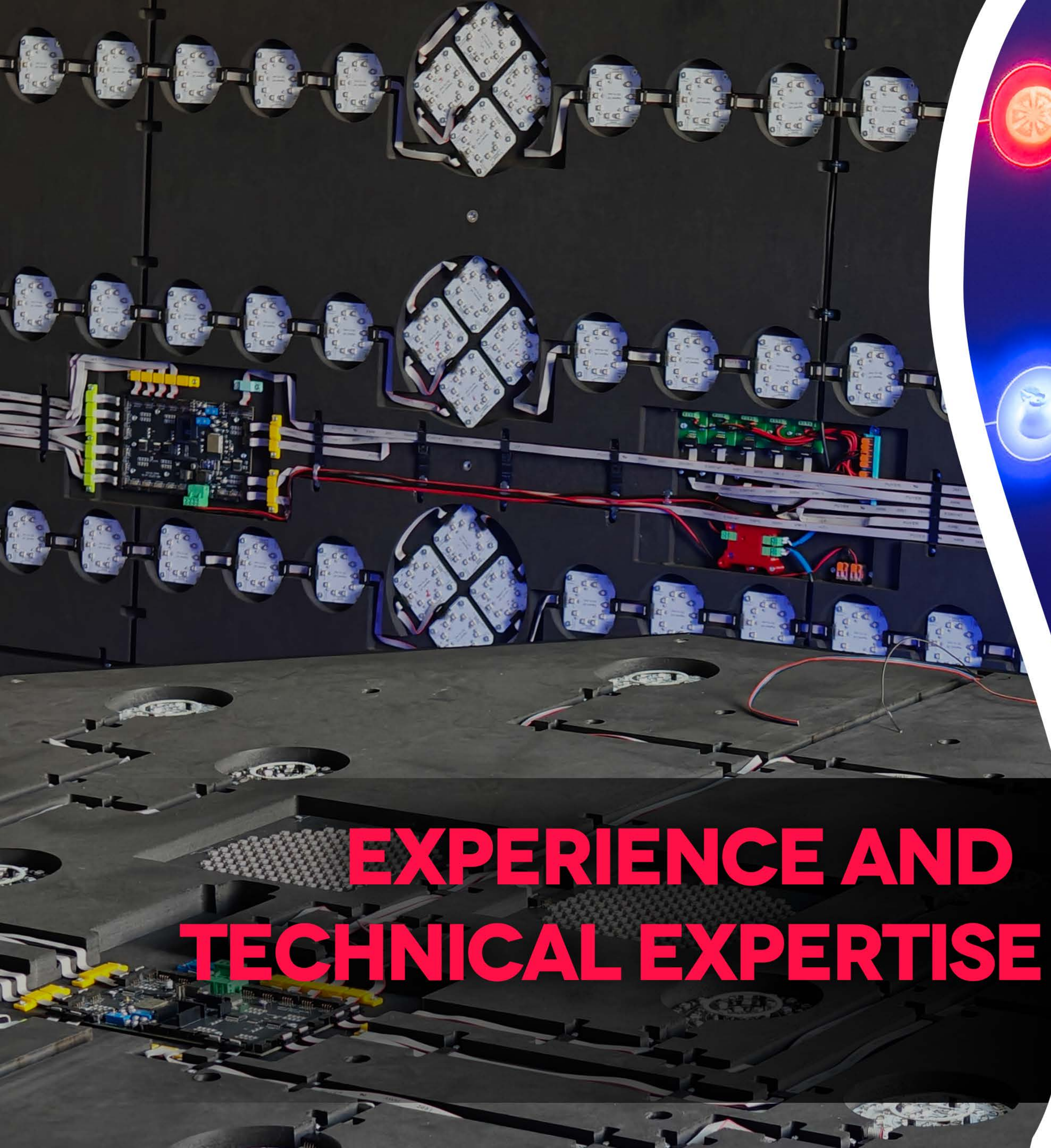
**DESIGN AND BUILD
OWN ELECTRONICS**

**CUSTOM SYSTEMS
FOR ANY DESIGN
AND GAMEPLAY**



**ENGINEERS CHOOSE
OUR EQUIPMENT**

**HARDWARE
THAT POWERS US
AND OTHER
CREATORS**



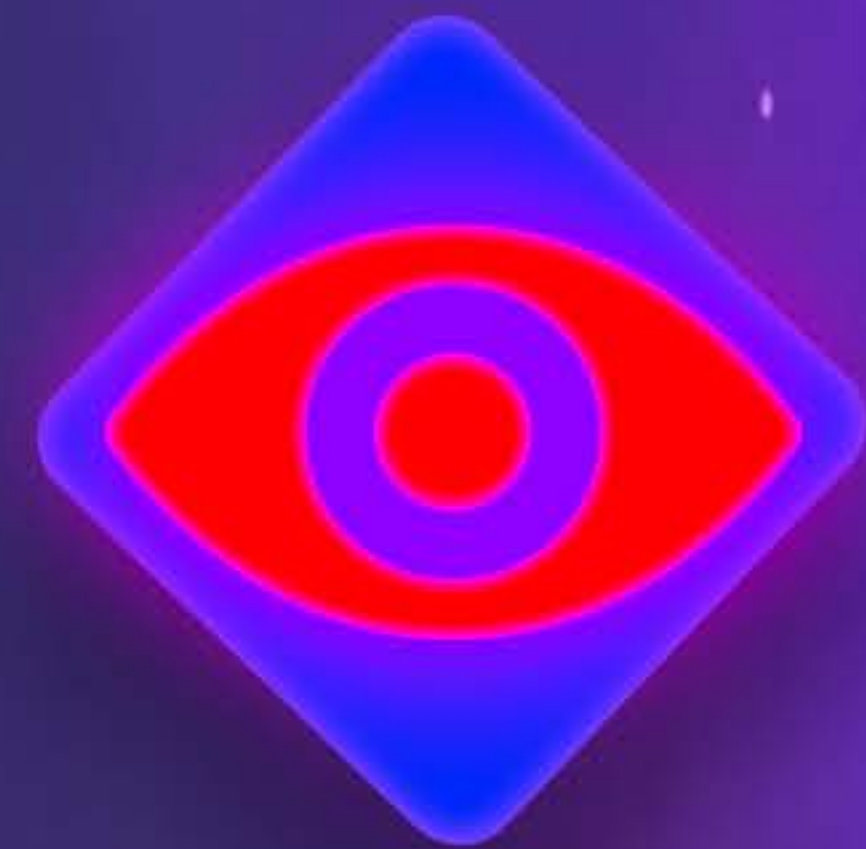
**EXPERIENCE AND
TECHNICAL EXPERTISE**



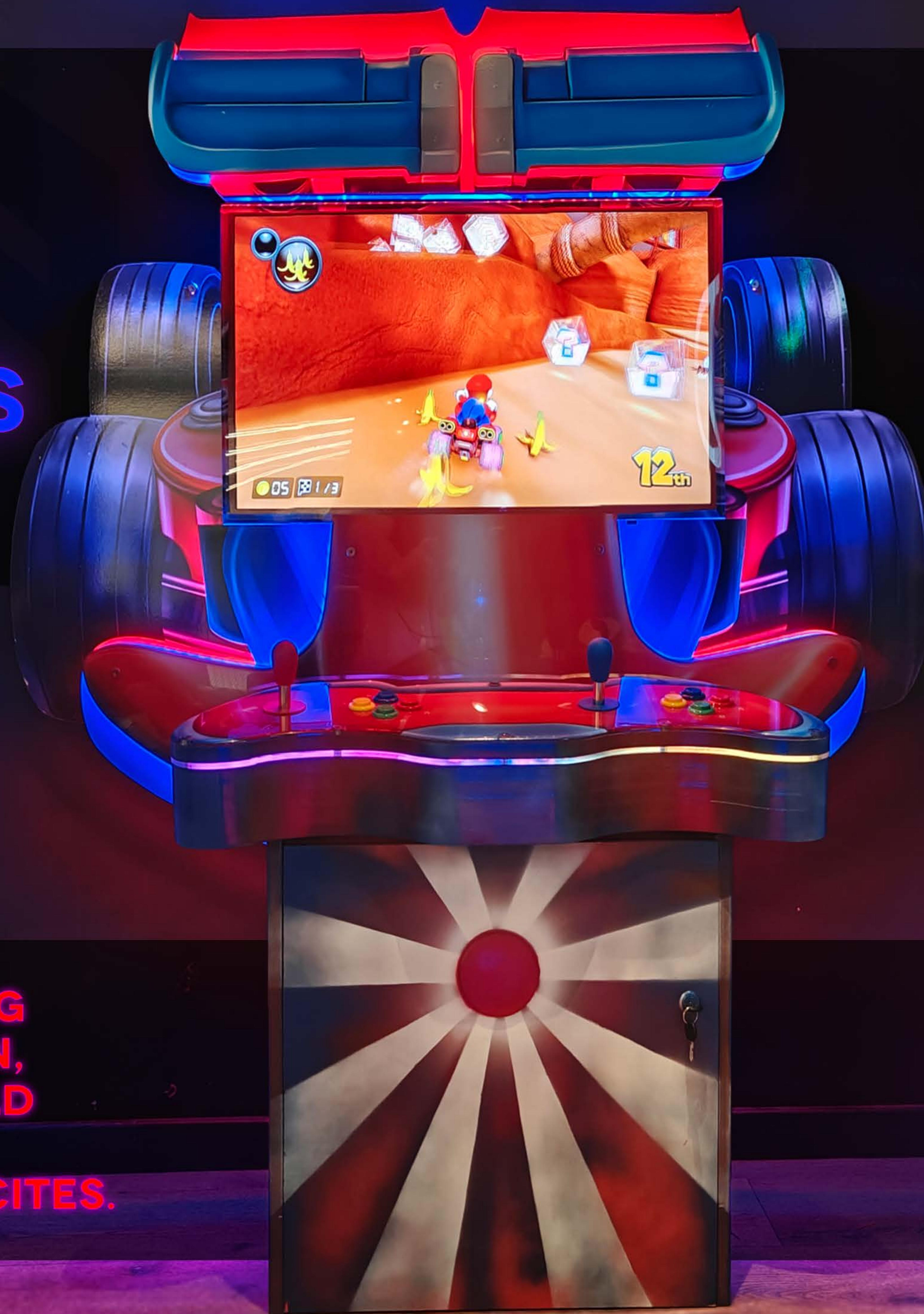
**WE KNOW
HOW TO MAKE PLAY
SMART AND SAFE**

PRAMOGOS ARCADE

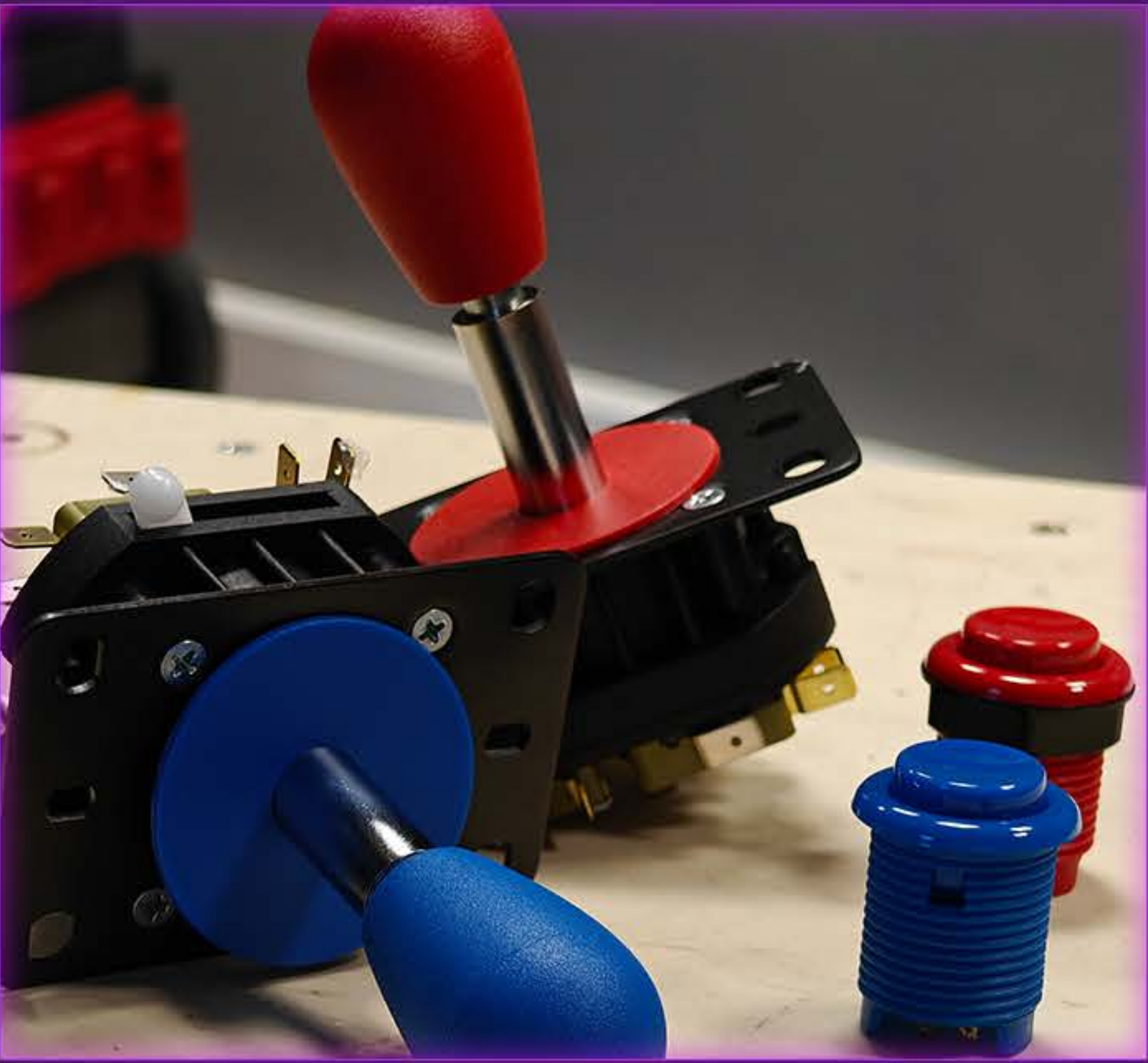
SPEED MEETS THE GLOW



WE FUSE CLASSIC RACING
WITH FUTURISTIC DESIGN,
CREATING A NEON WORLD
FOR KIDS AND ADULTS,
WHERE EVERY MOVE EXCITES.



PRAMOGOS ARCADE

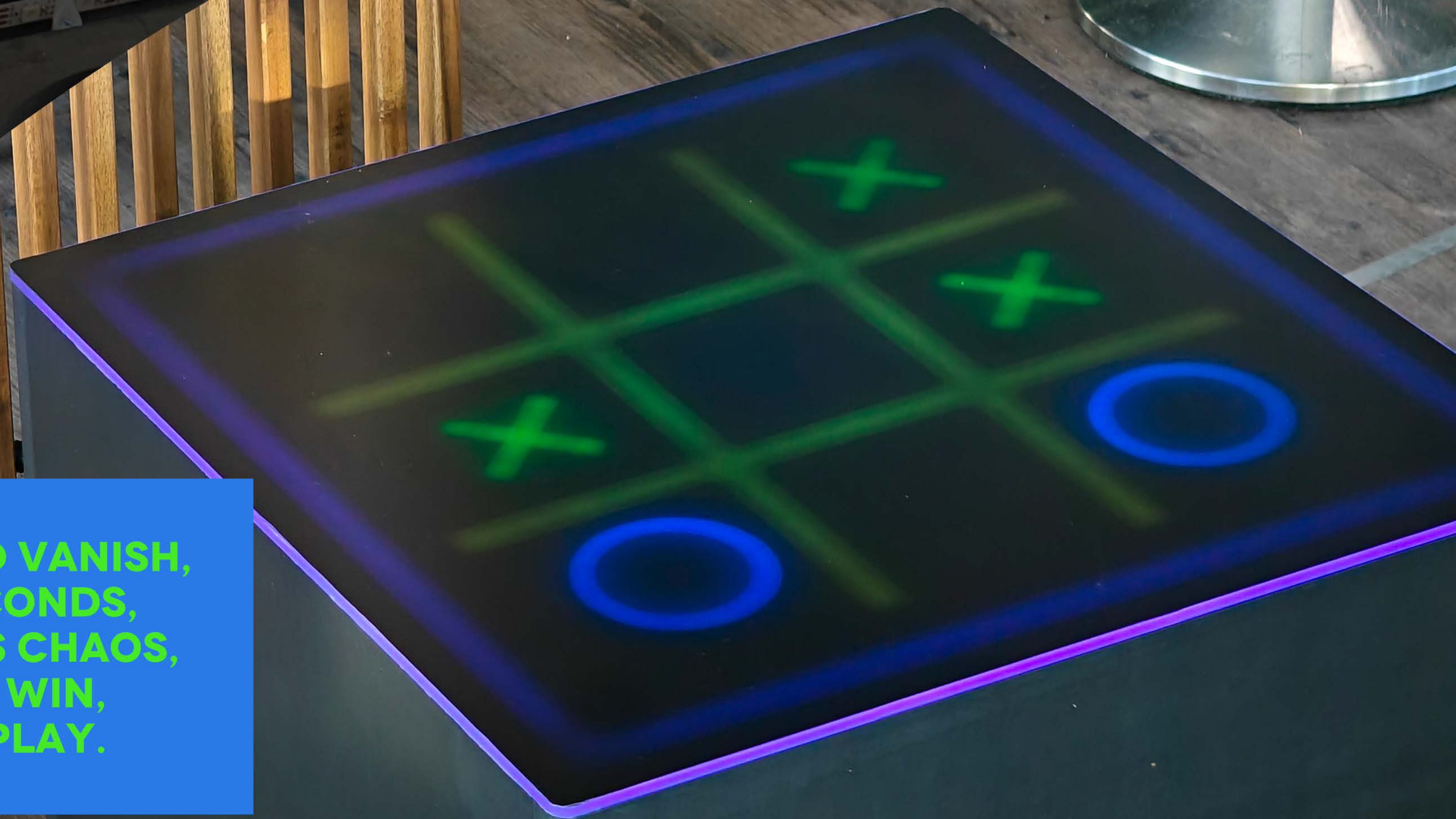


UNLIMITED
TIC-TAC-TOE

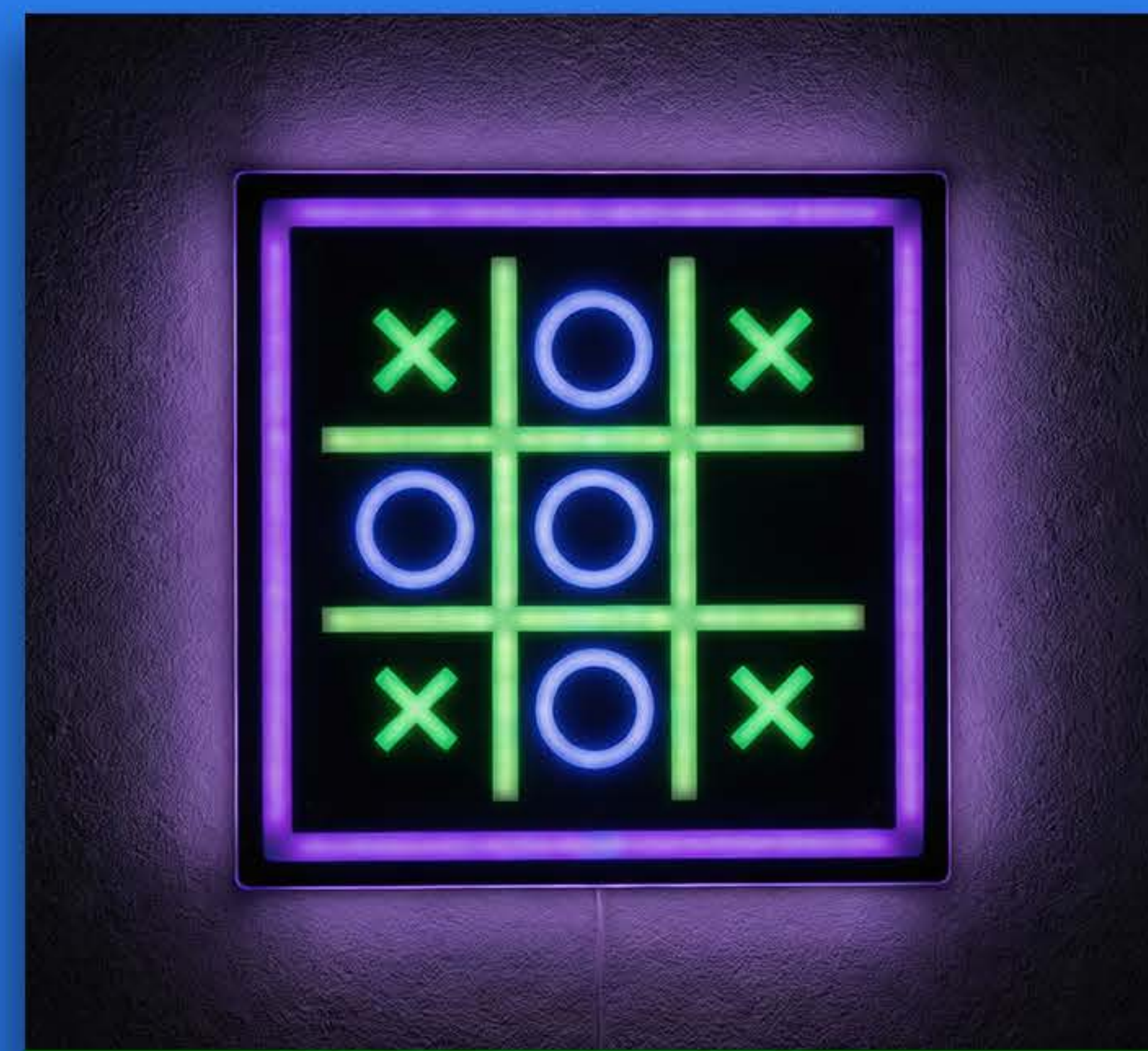
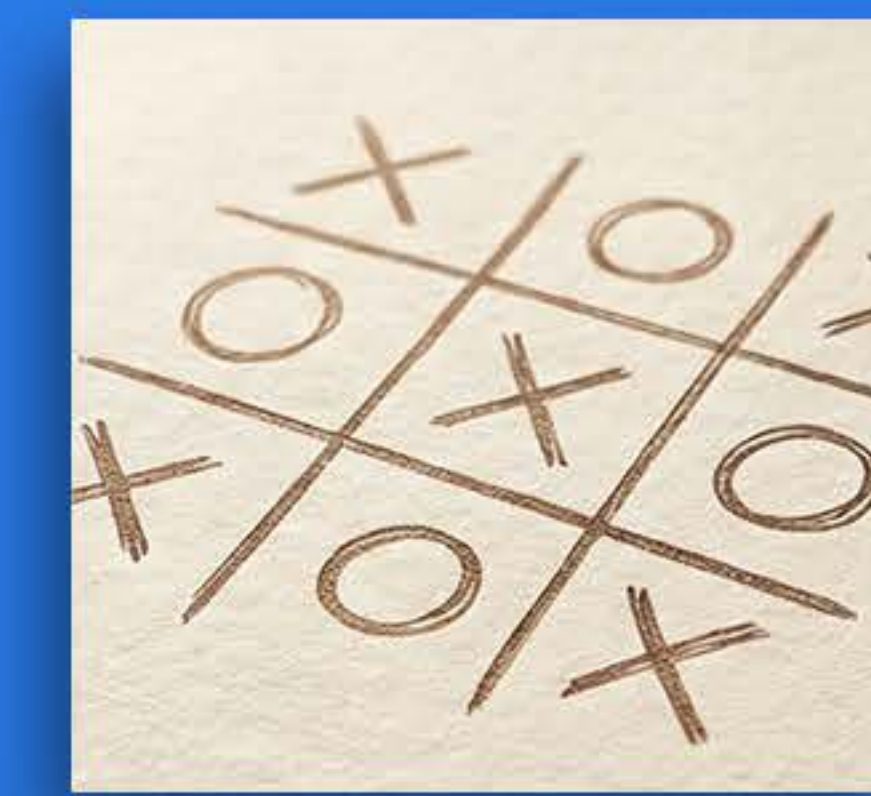
THINK AHEAD



MARKS SHIFT AND VANISH,
PLANS TURN IN SECONDS,
EVERY MOVE SHAPES CHAOS,
ONLY FORESIGHT CAN WIN,
WELCOME TO INFINITE PLAY.



UNLIMITED TIC-TAC-TOE

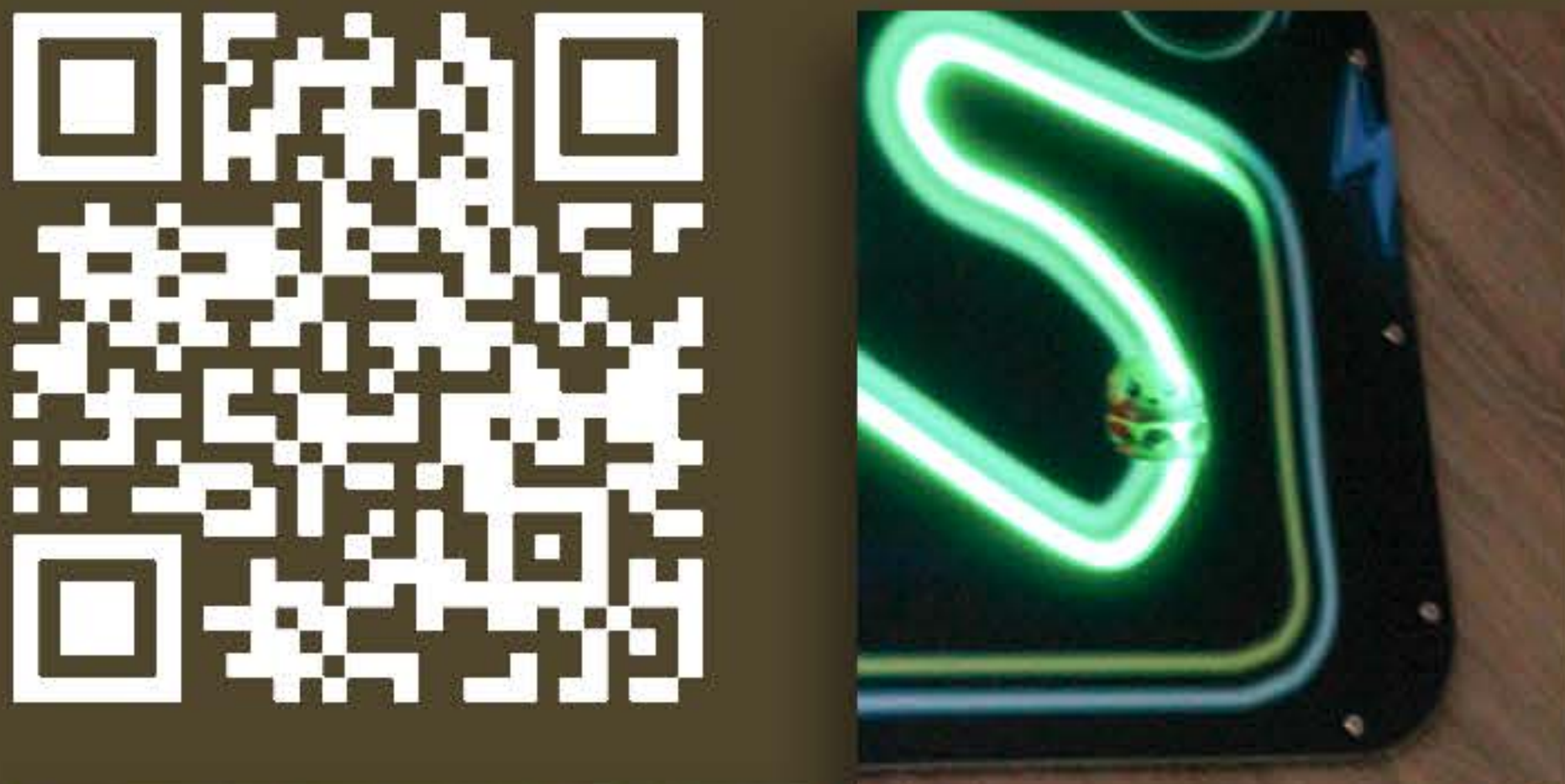
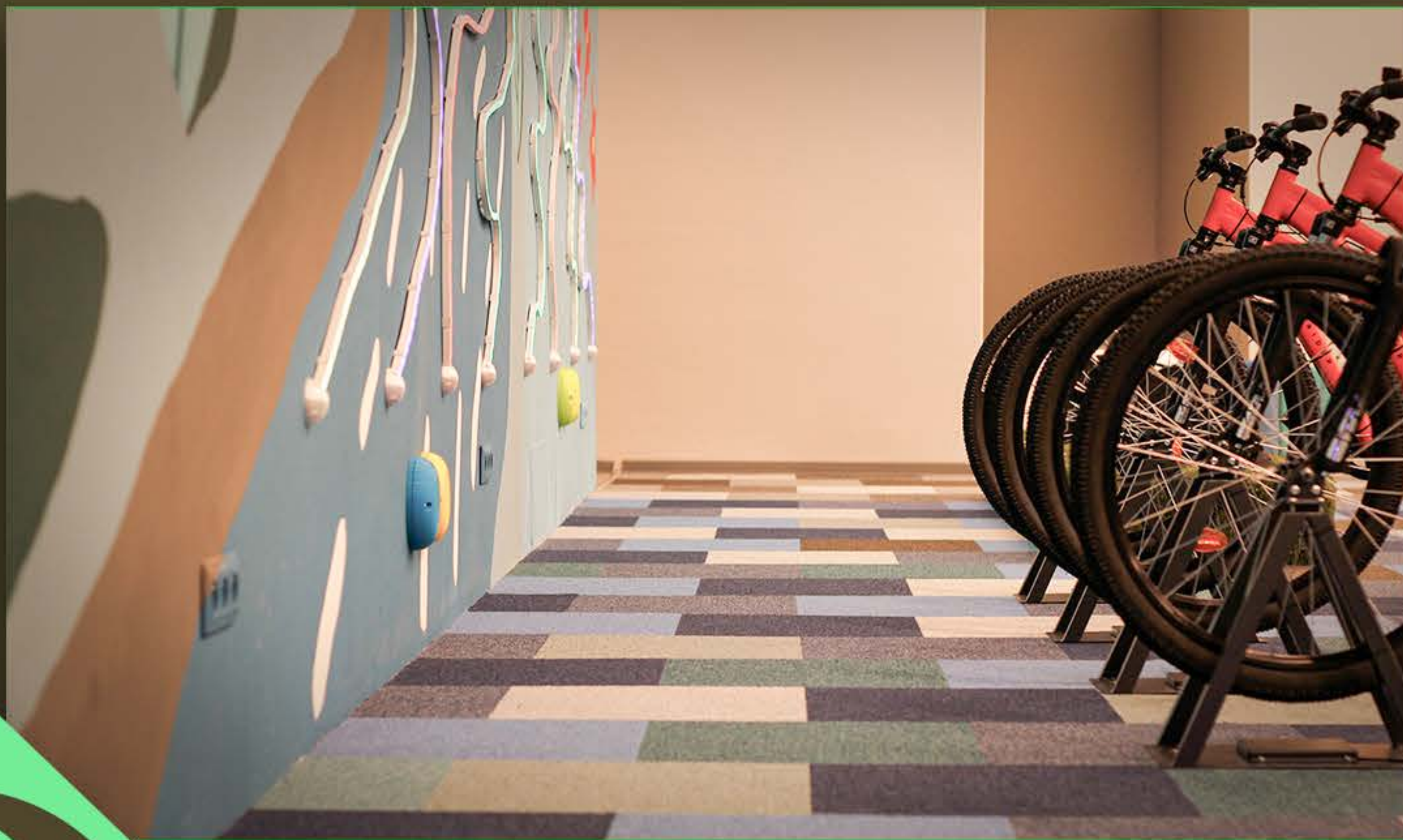


BIKE RACE
 RIDE
THE
LIGHTS

TURN MOTION TO LIGHT
TURN ENERGY TO FUN,
PLAYERS KEEP RACING
GLOWING TRACKS RISE
TOWARD THE GOAL.



BIKE RACE



HAND BIKE

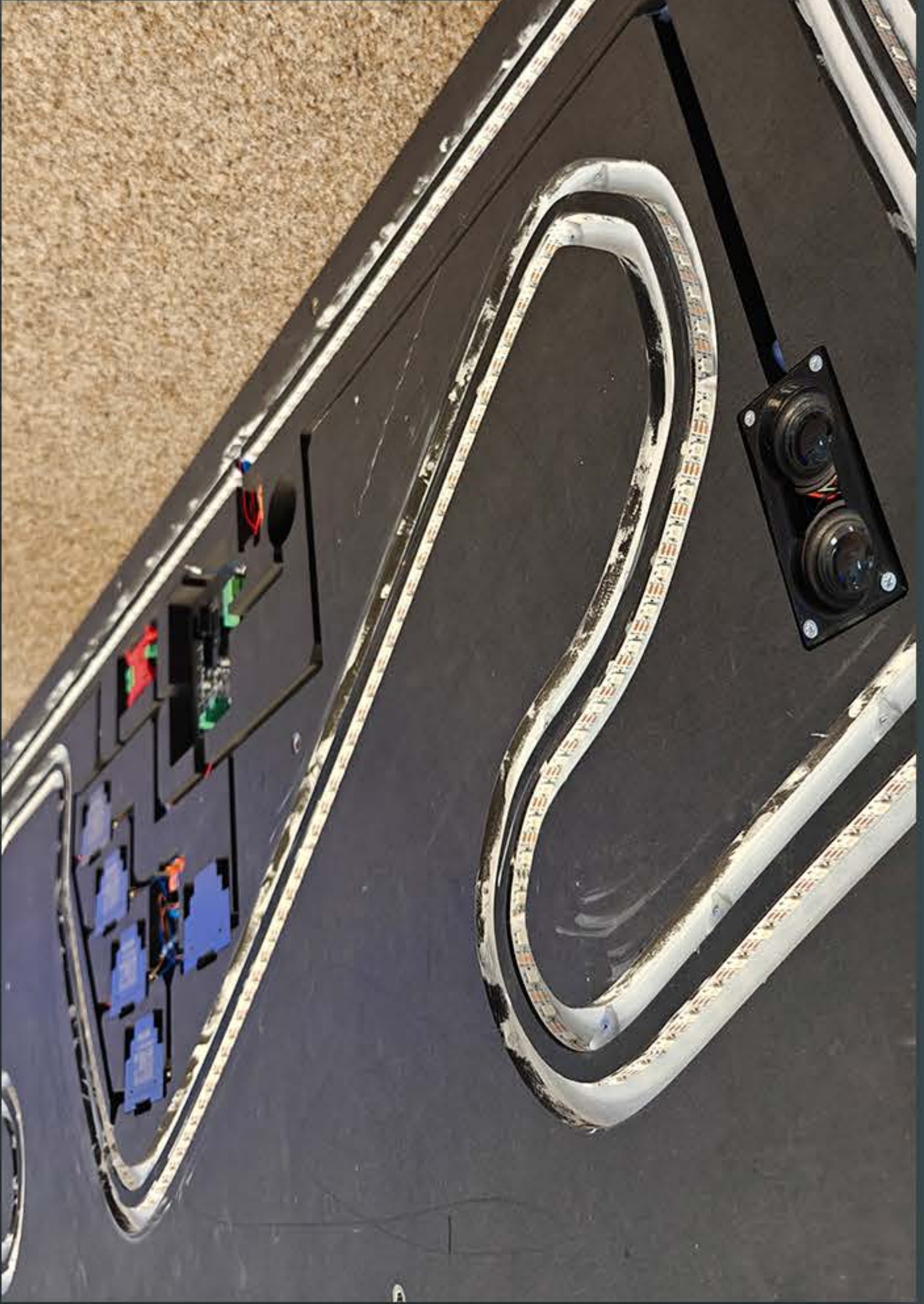


**SPIN TO WIN
THE GLOW**

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**A WHOLE NEW
PEDALING EXPERIENCE,
TO TRAIN SOLO
OR RACE WITH FRIENDS,
CHASE THE LIGHT!**

HAND BIKE



BATTLE OF LINES

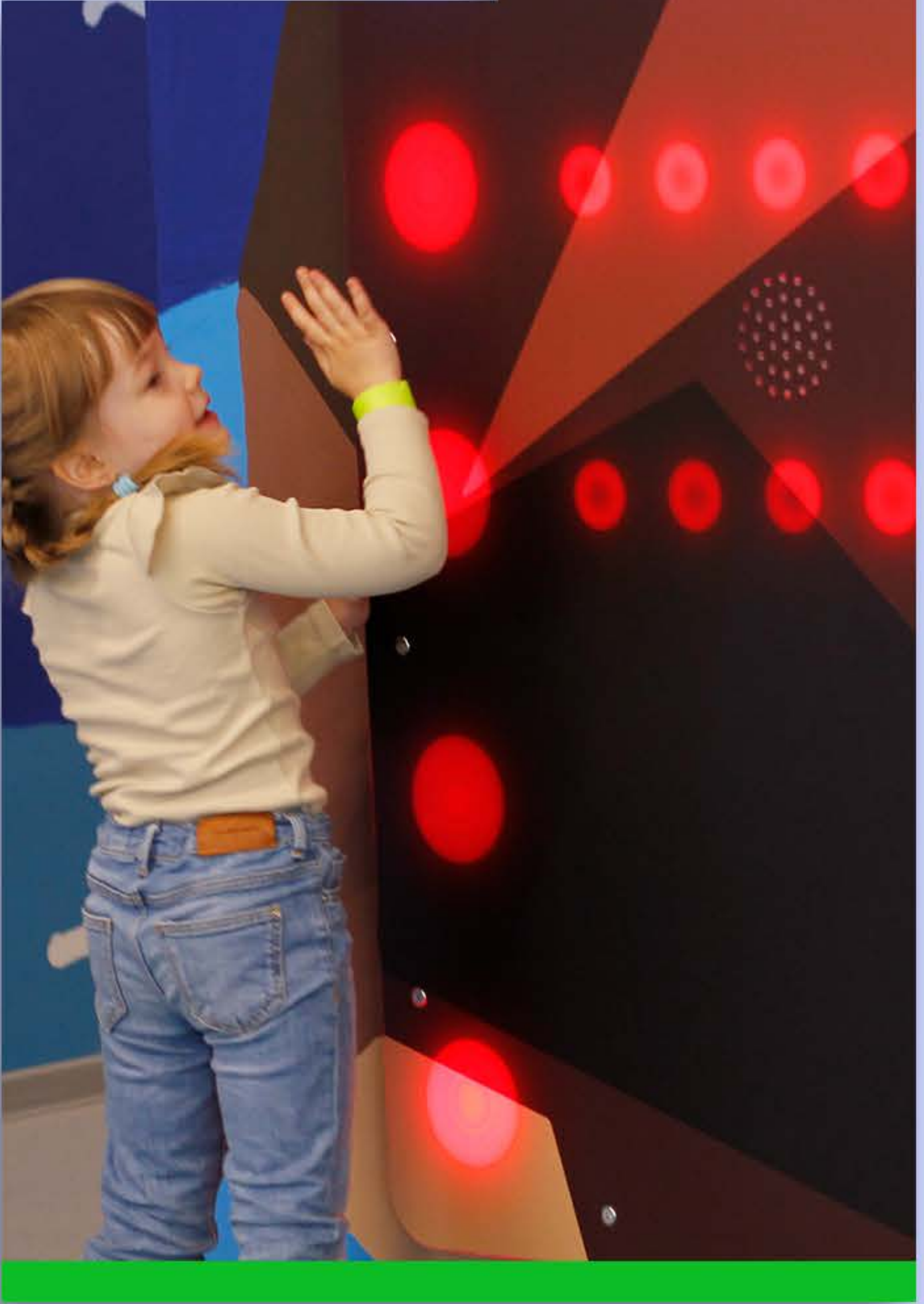
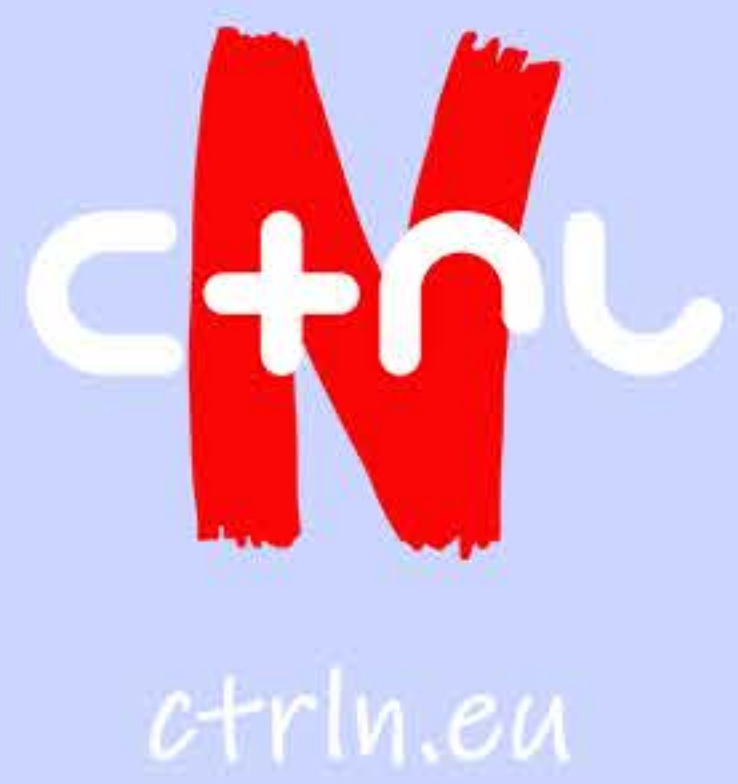
LIGHT RUSH CHALLENGE



**REACT FAST AND PLAY
FILL EVERY GLOWING LINE
BLOCK YOUR OPPONENT
KEEP THE LIGHTS GROWING
WIN THE SHINING RACE**



BATTLE OF LINES



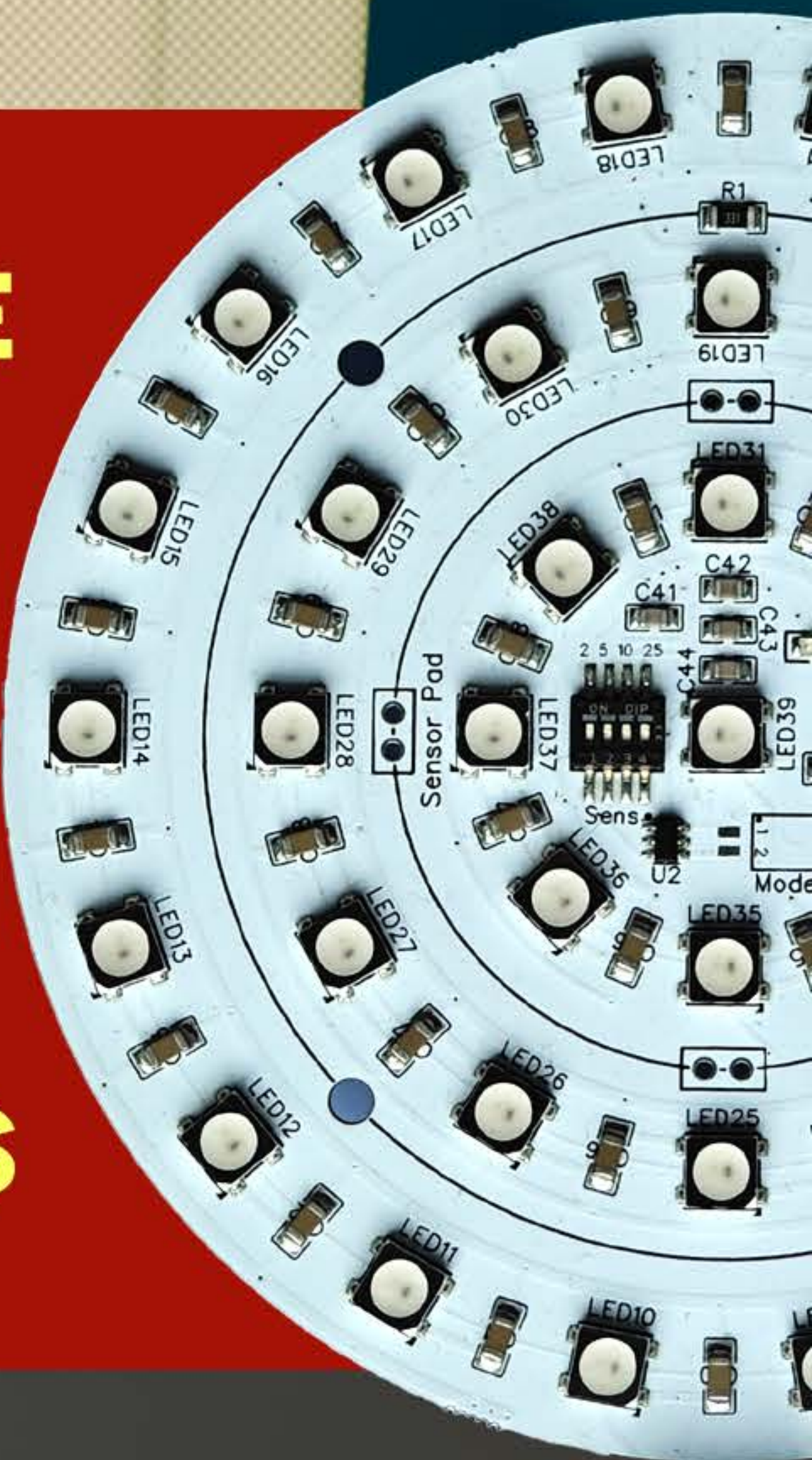
MUSIC COLUMNS



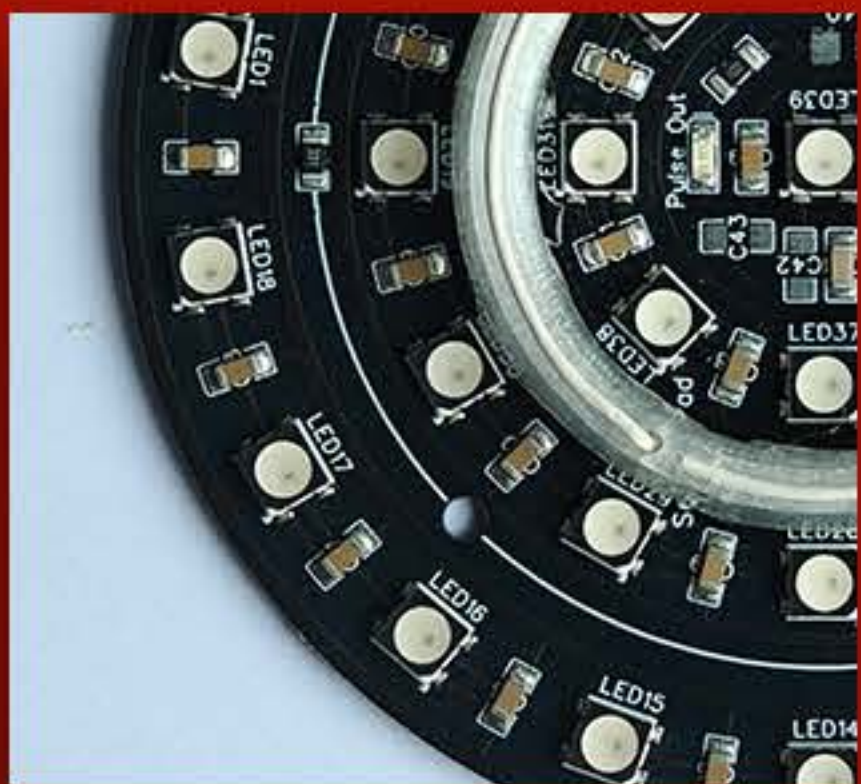
**MOVE
TOUCH
SOUND
LIGHT**



**EVERY SURFACE
CAN SENSE YOUR
TOUCH,
GLOWING WITH
LIGHT AND
SOUND THROUGH
INTEGRATED LEDs**



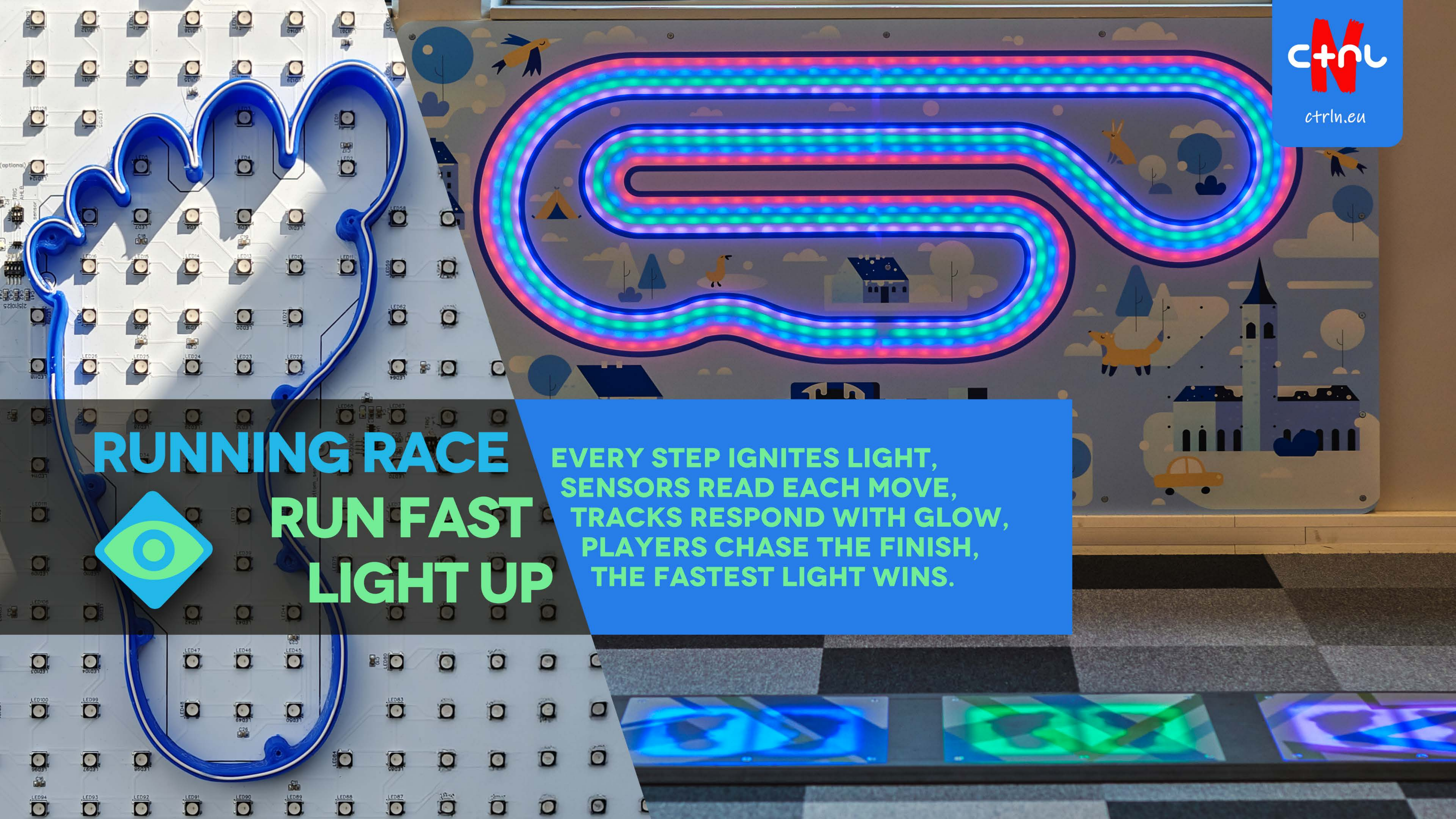
MUSIC COLUMNS



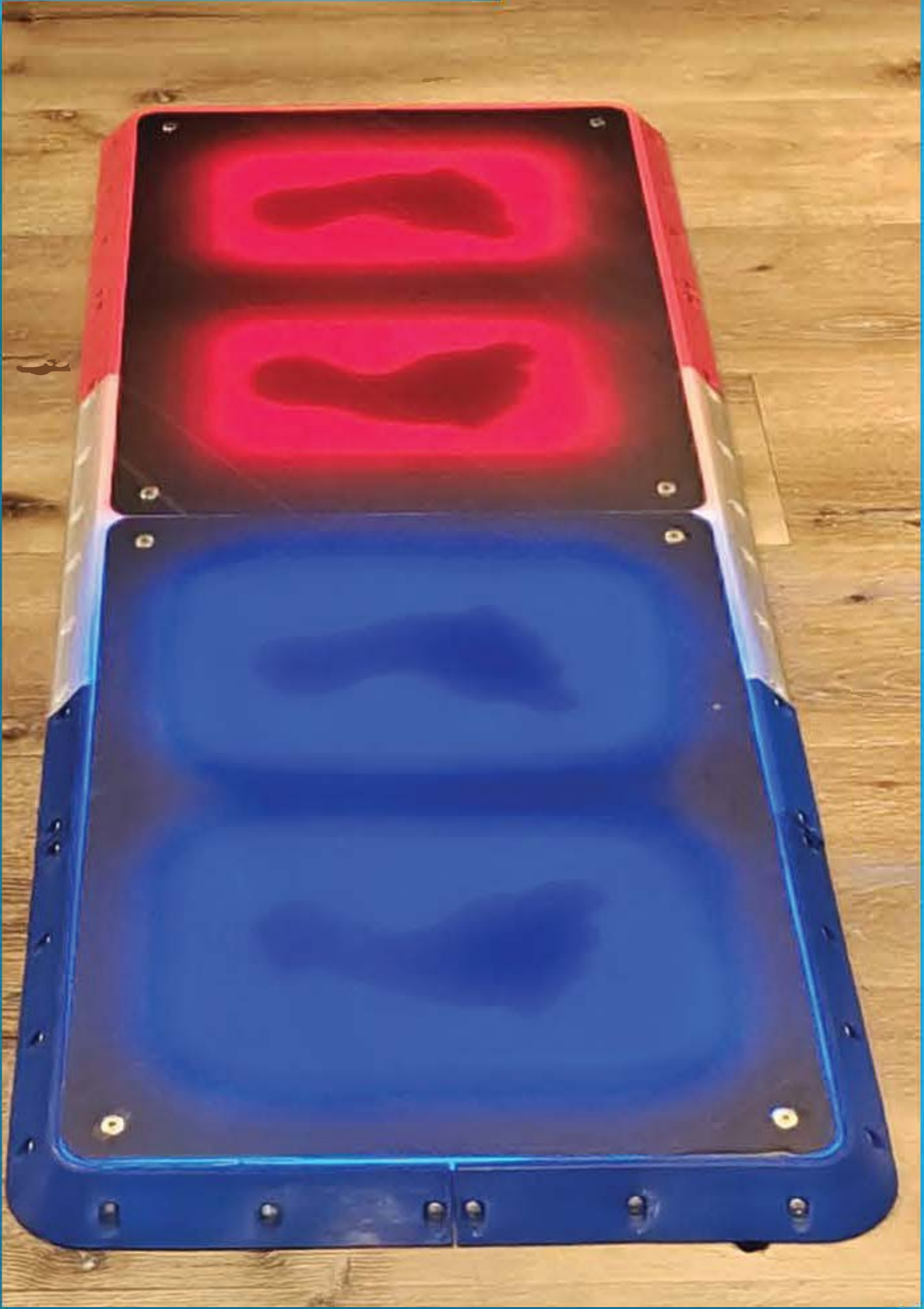
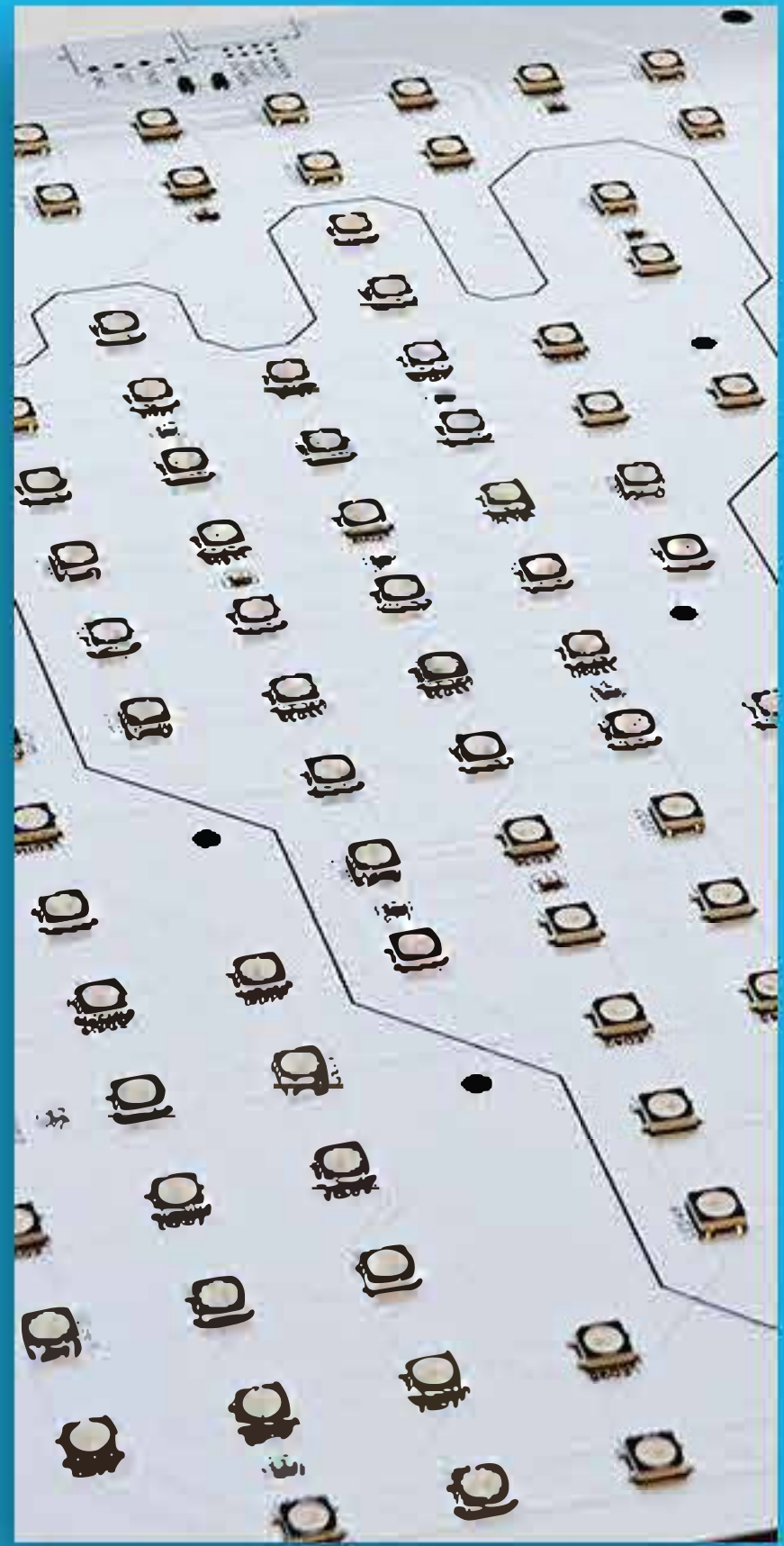
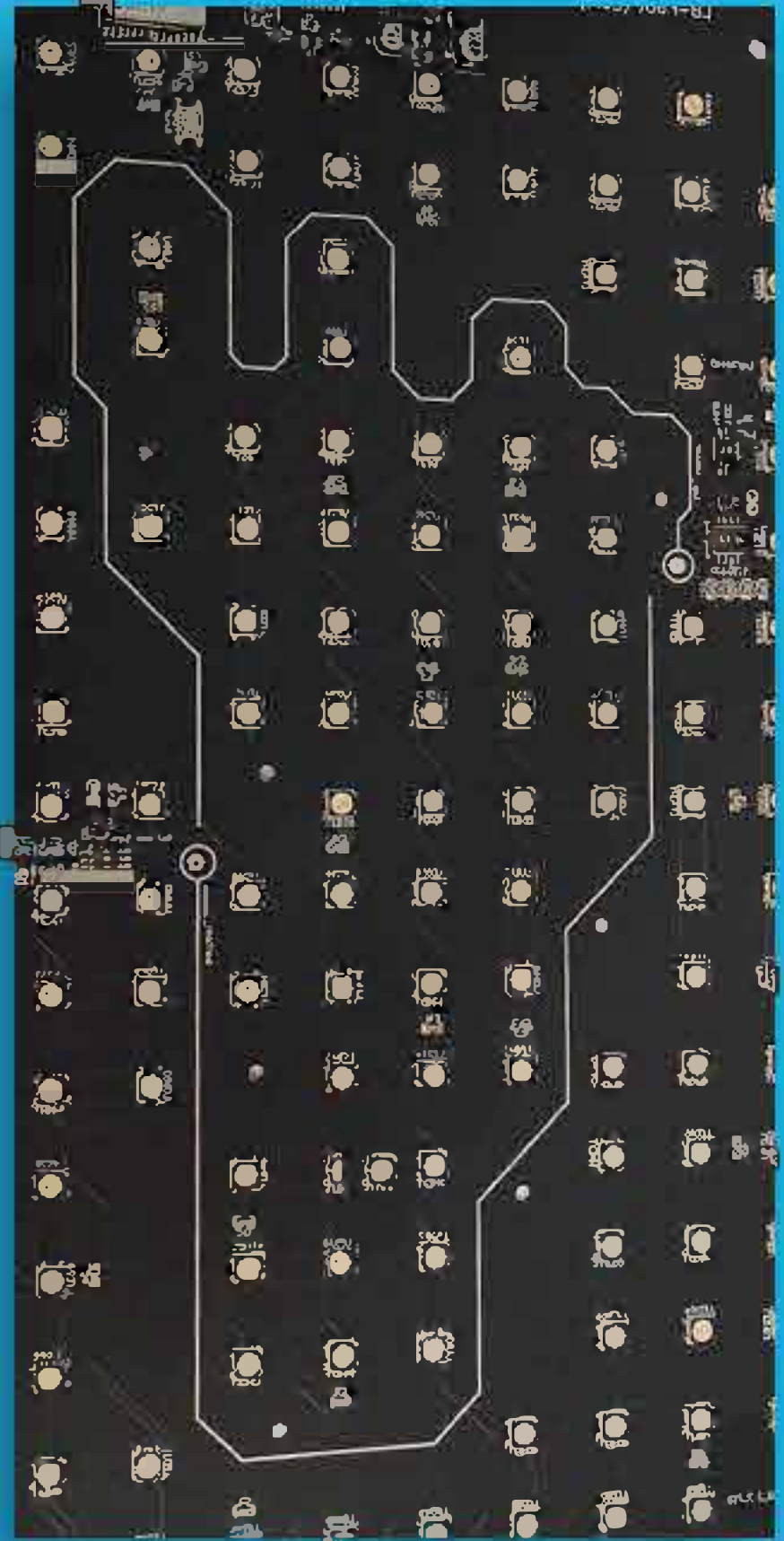
RUNNING RACE RUN FAST LIGHT UP



EVERY STEP IGNITES LIGHT,
SENSORS READ EACH MOVE,
TRACKS RESPOND WITH GLOW,
PLAYERS CHASE THE FINISH,
THE FASTEST LIGHT WINS.



RUNNING RACE



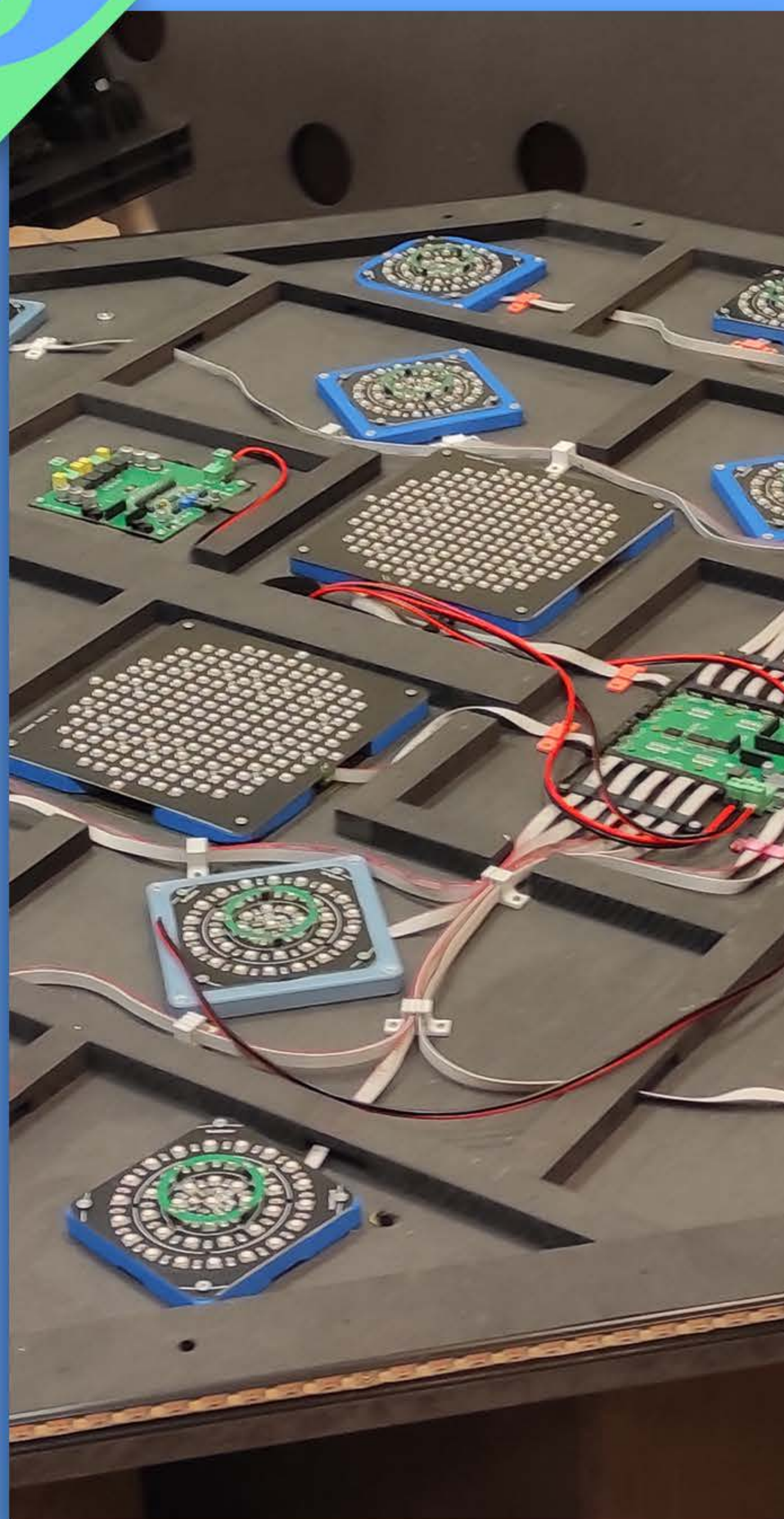
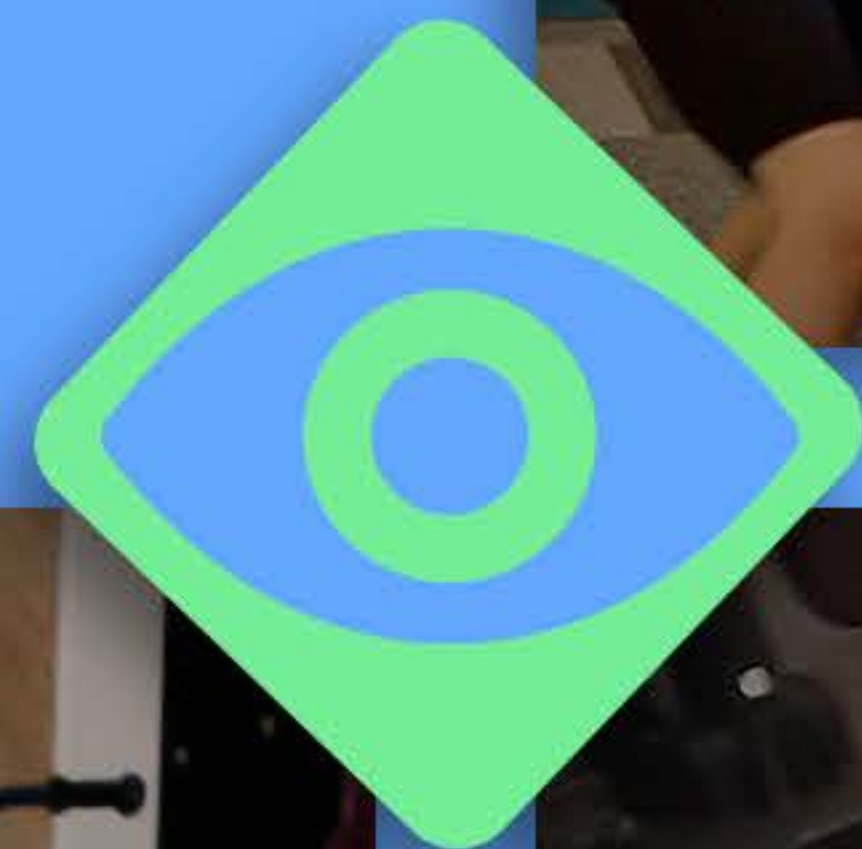
SMALL CHALLENGE TABLE COLOR CHALLENGE BEGINS



LIGHTS FLASH IN COLOR
PLAYERS RACE TO TAP
EACH HIT SCORES POINTS
NUMBERS CLIMB HIGHER
FASTEST WINS THE GAME



SMALL CHALLENGE TABLE



SEVEN CATCH POINTET REACT STAR



**CATCH THE RUNNING LIGHTS,
TAP TO MAKE SOUND,
EACH PRESS CONFIRMS HIT,
EVERY FLASH REWARDS SPEED,
TRAIN FOCUS THROUGH PLAY.**



SOUND STEPS



MOVE TOUCH SOUND LIGHT

**EVERY MOVEMENT
OF HANDS OR
FEET TRIGGERS
GLOWING LIGHTS
AND MAGICAL
MUSICAL SOUNDS
FOR KIDS**



BALL WALL ROLLING MAZES TO WATCH



**AS SOON AS THE BALL
JUMPS INTO THE TUBE
YOU WON'T CATCH IT
ANYMORE!**

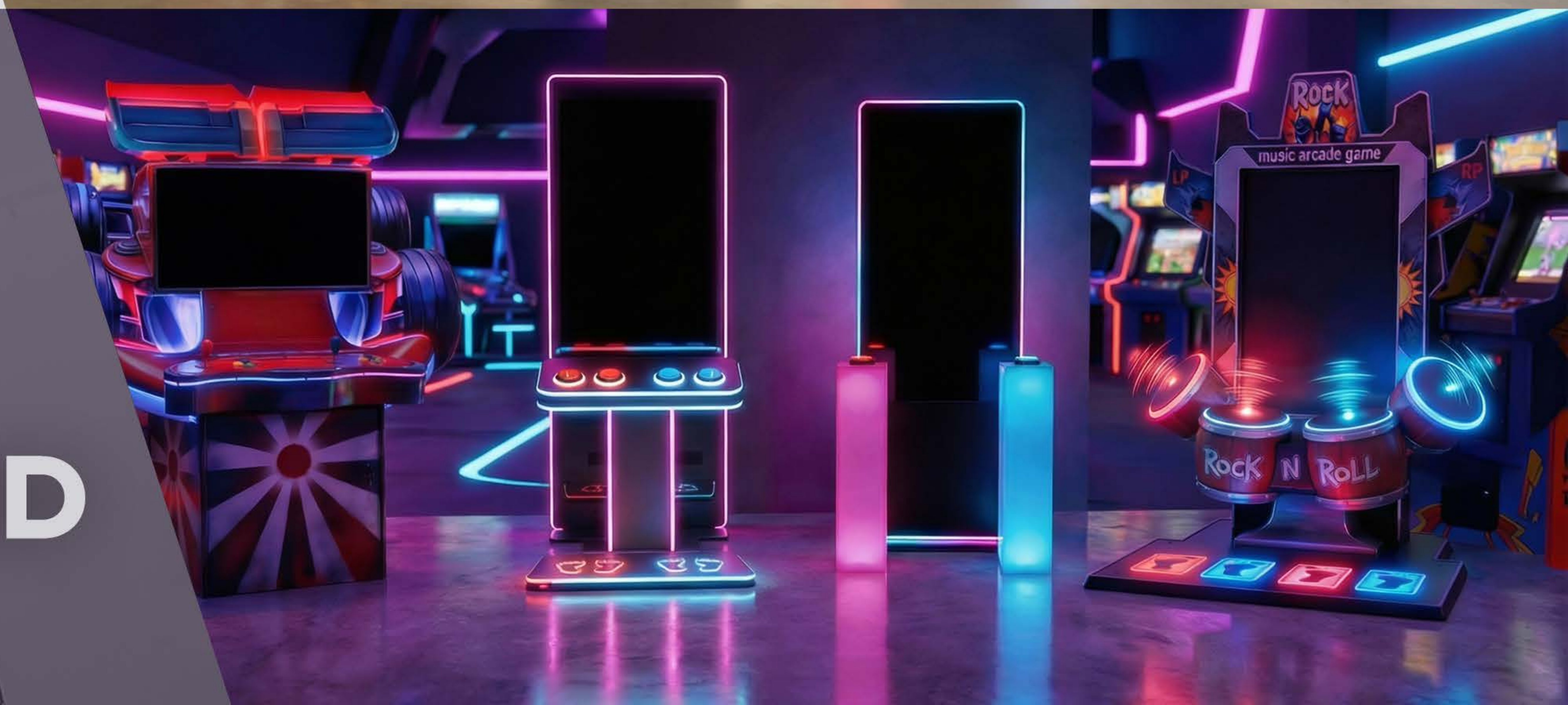
TIMING BUTTONS GAMEPLAY WE KNOW IT ALL



**SAME CORE –
DIFFERENT
VISUAL
IDENTITIES**



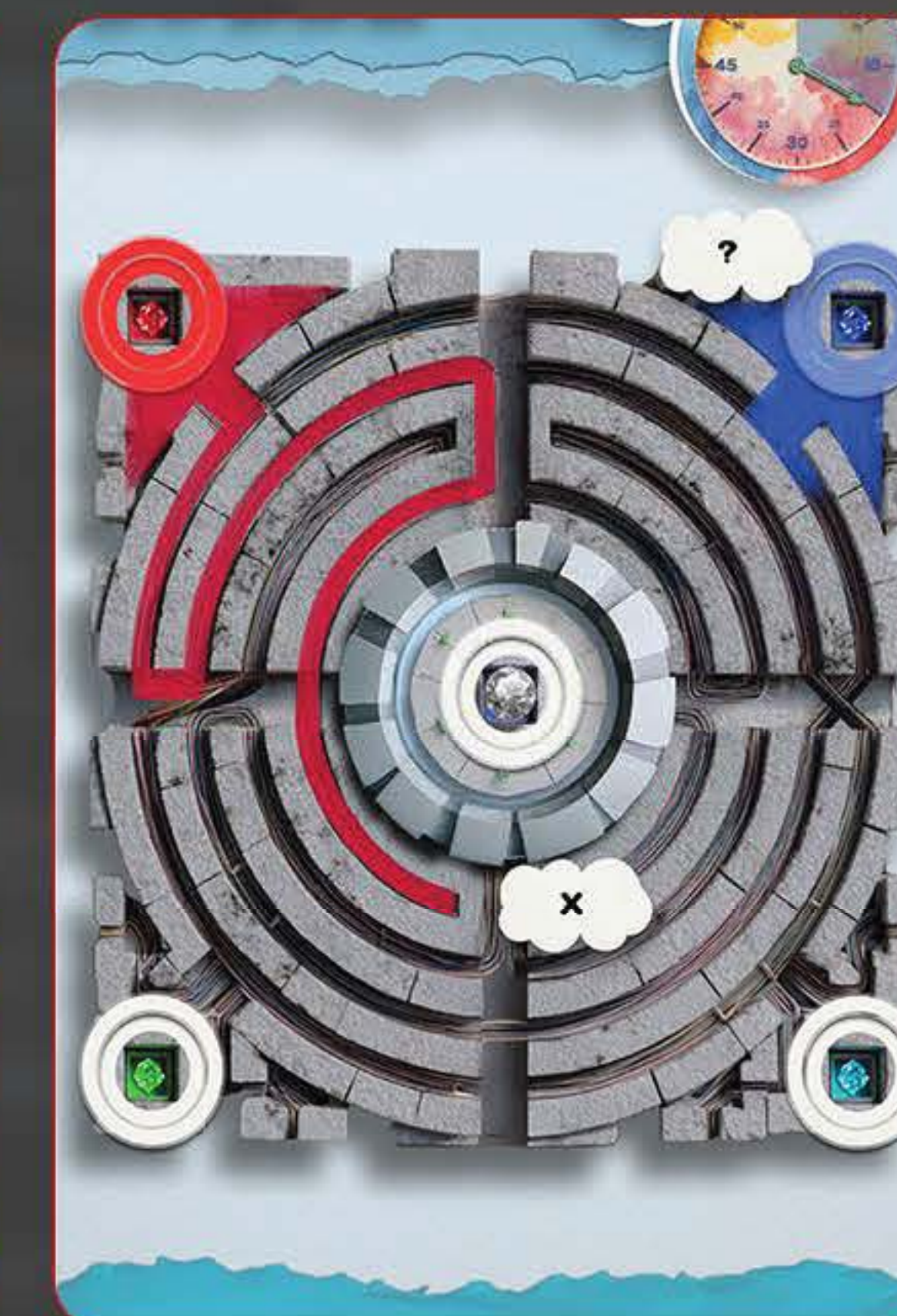
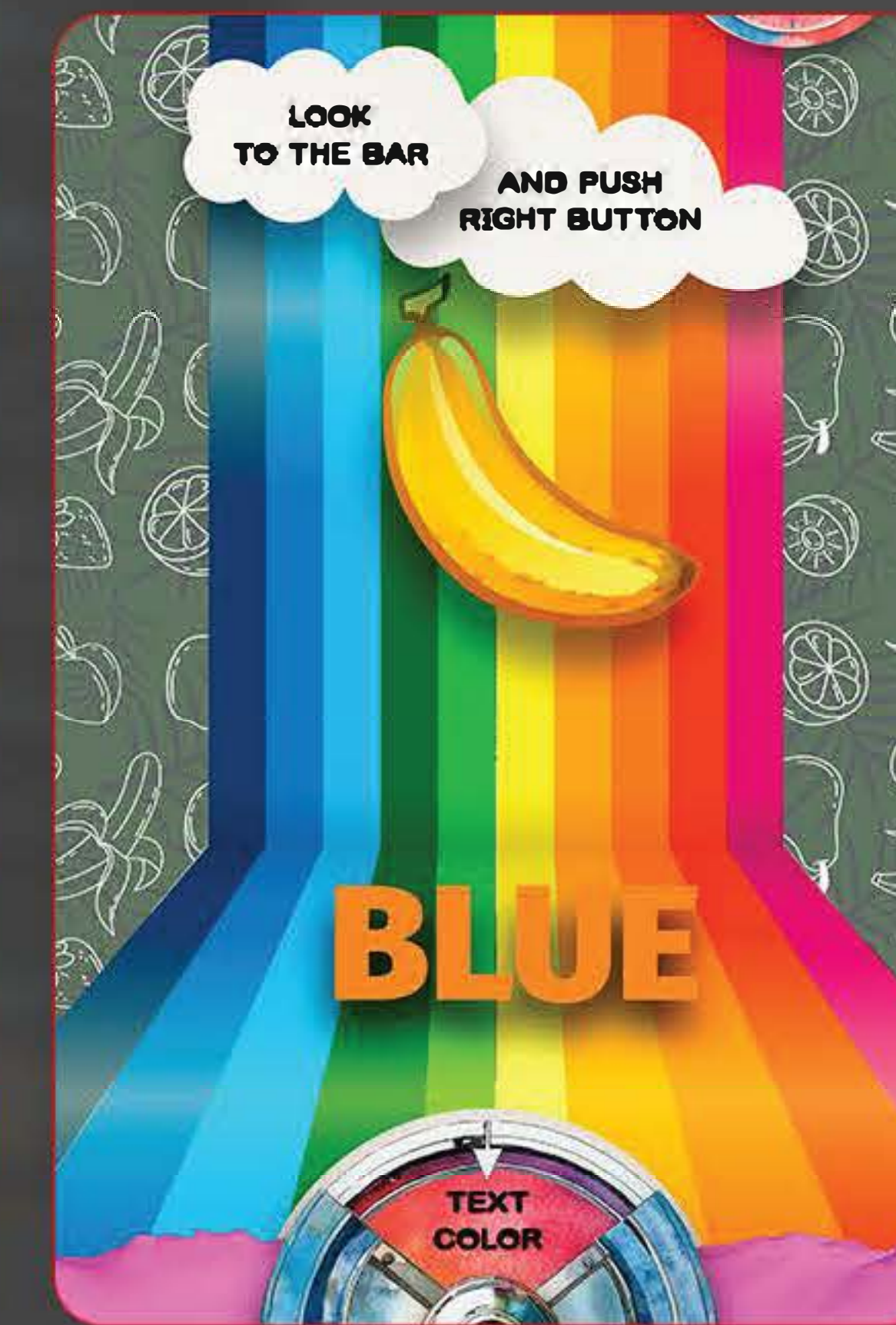
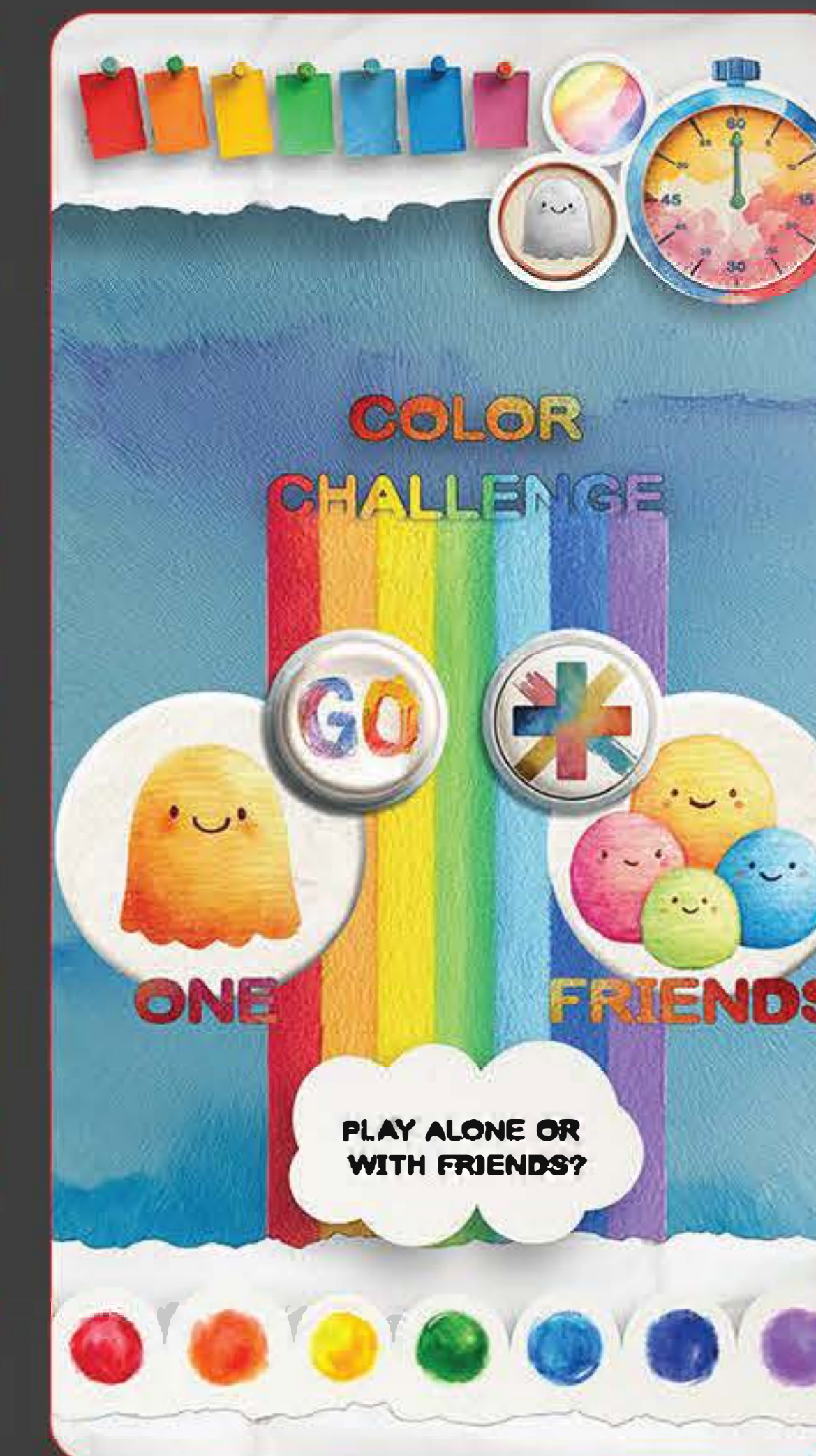
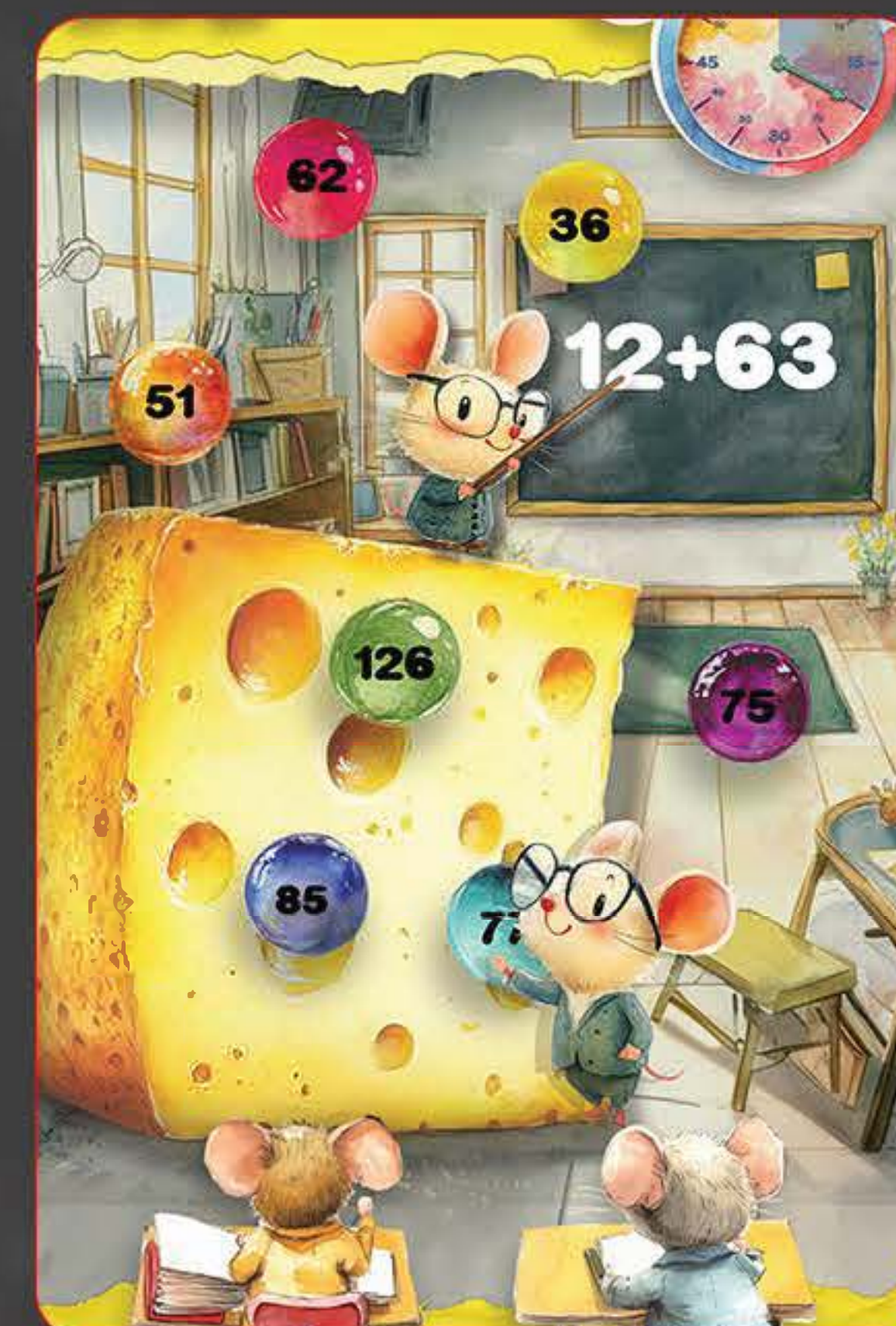
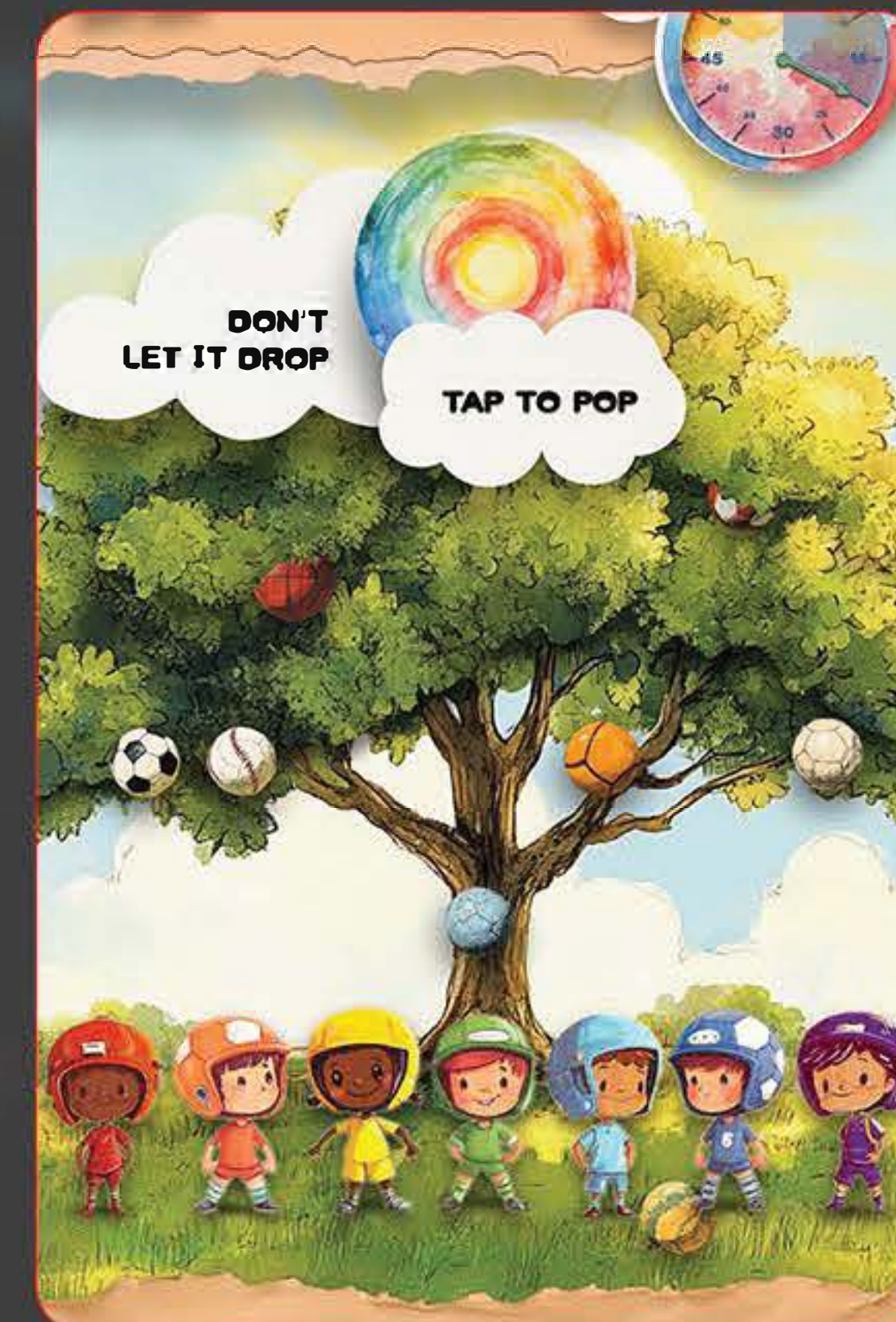
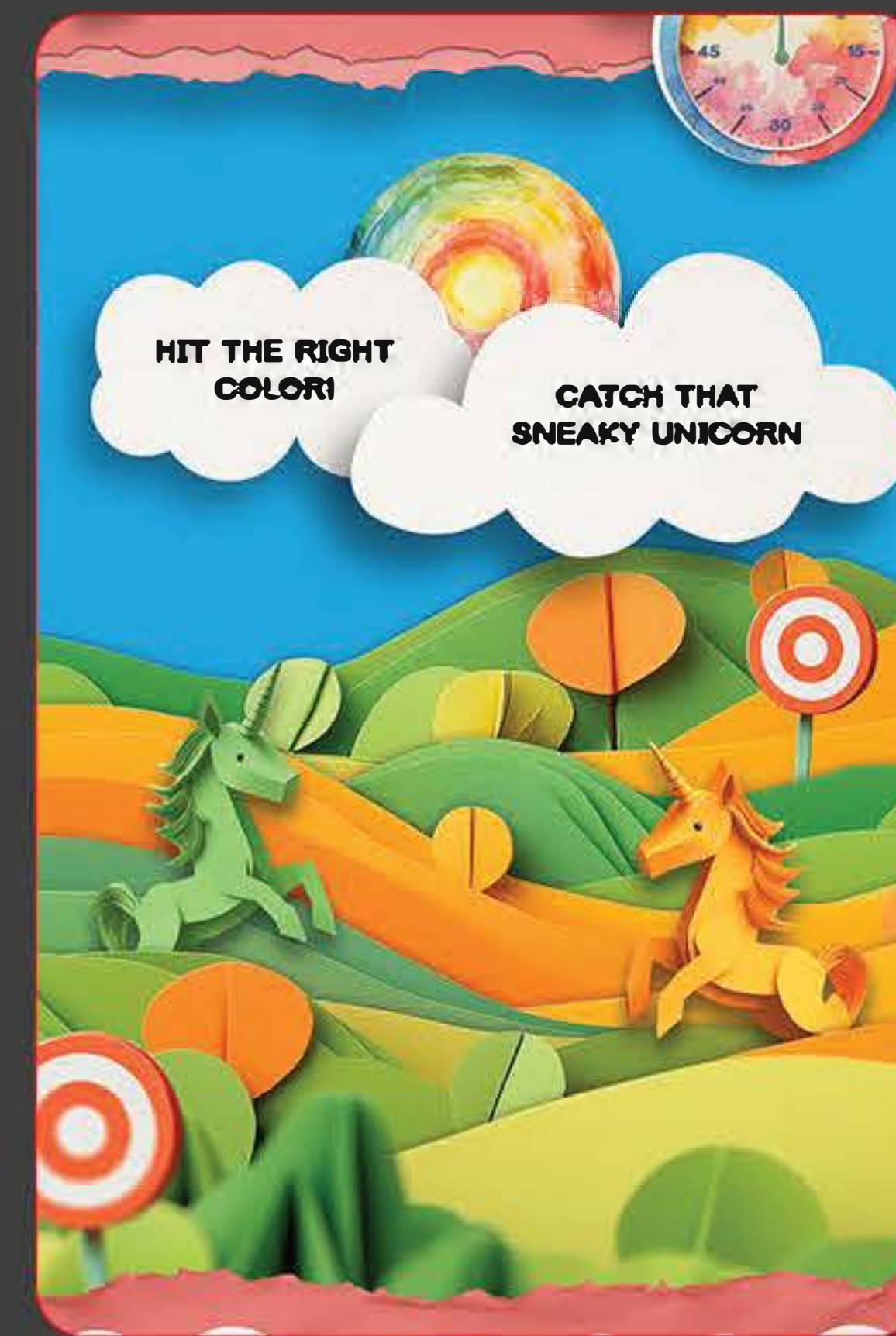
**THE SAME GAMEPLAY,
PRESENTED THROUGH
YOUR SPACE AND BRAND**



WE CREATE BRIGHT, SIMPLE MINI-GAMES SHORT, FUN, AND REPLAYABLE

GAMES ARCADES/RACING
SHOOTERS
PUZZLES / LEARNING
COLLECTING
MEMORY / MATCHING
MUSIC / RHYTHM

NEW GAMES IN 1-2 MONTHS,
EXCLUSIVE TO YOUR VENUE, WITH
CUSTOM DESIGN AND EASY UPDATES



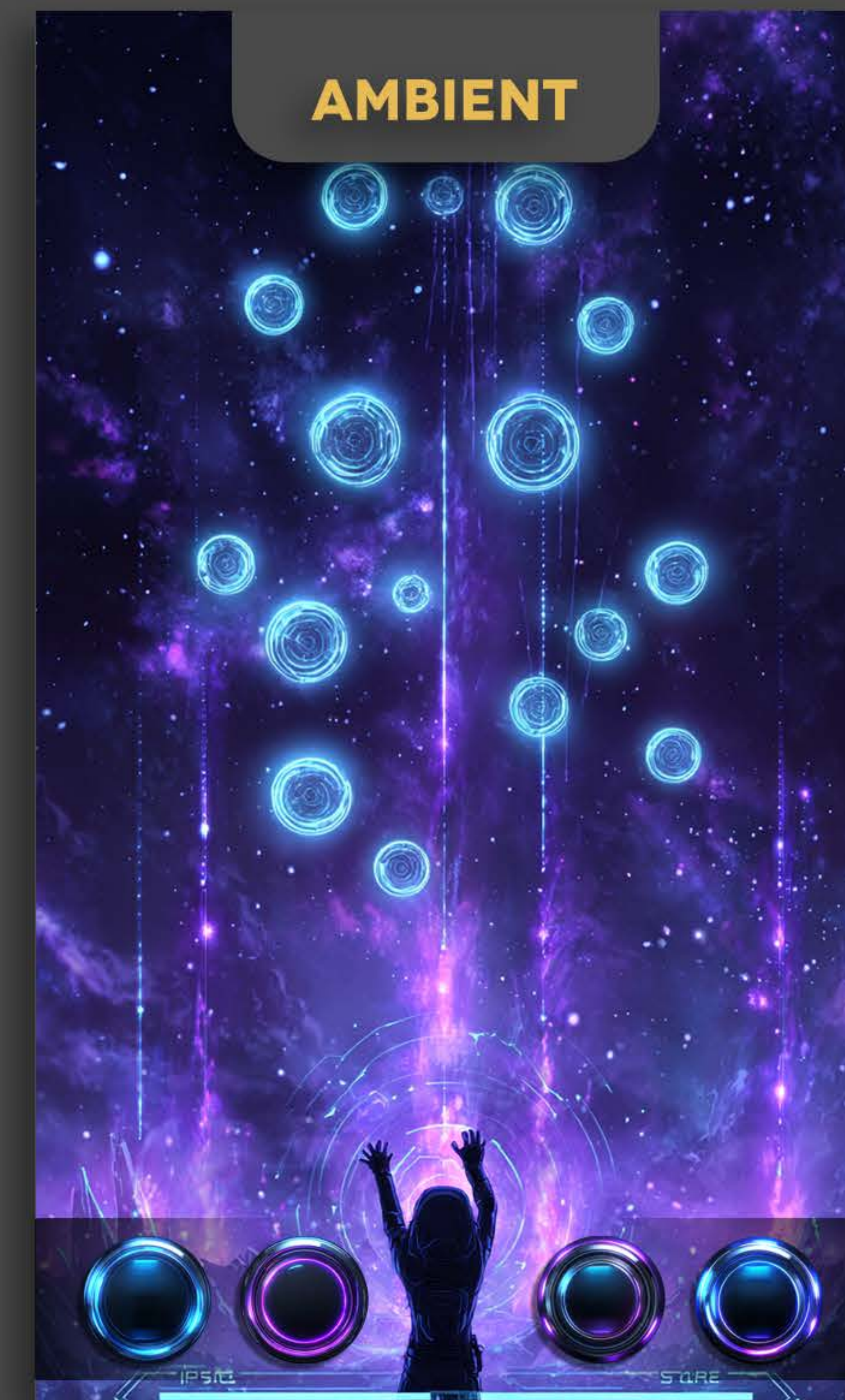
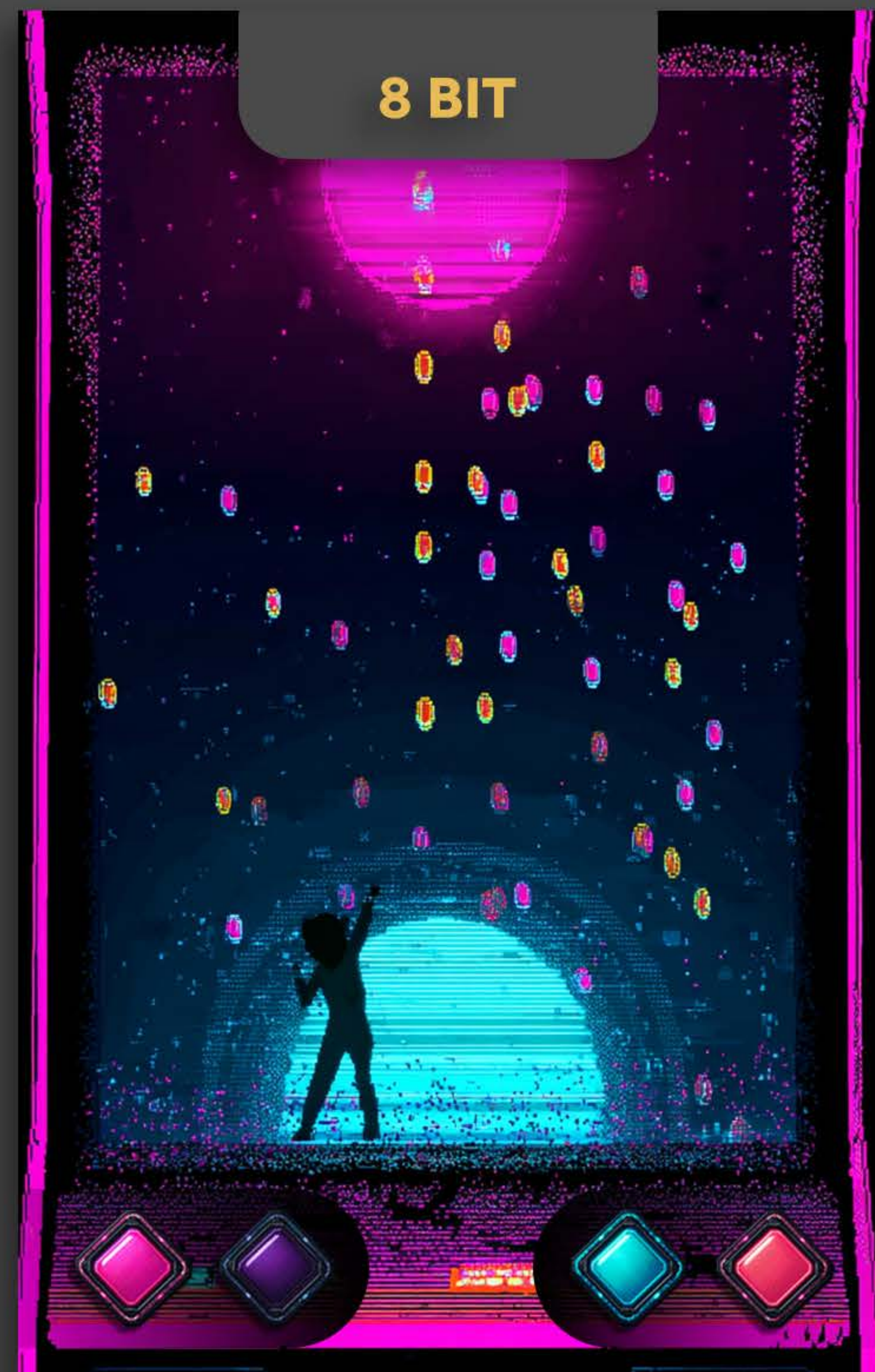
FOR GAME
DEVELOPMENT
WE USE



EVEN CATCHING COINS ANY WAY YOU LIKE

WE CAN MATCH YOUR VENUE'S
STYLE — SCREEN, BUTTONS,
FLOOR PANELS, AND MORE

WE DESIGN GAMES WITH EASY RULES, GAME MECHANICS AND ANY STILE



CTRL N – INTERACTIVE KIDS SPACES

WE'RE EXPERTS WHO'VE TESTED IT ALL —
NOW WE USE ONLY PROVEN SOLUTIONS

WE KEEP INNOVATING AND CREATING
SOMETHING NEW

WE KNOW KIDS — AND THOSE WHO BUILD
BUSINESS AROUND THEIR JOY

ALWAYS NEARBY — READY TO HELP AND
DELIVER FAST

“IN KIDS WE TRUST”



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