



BOXING ECOSYSTEM

SCORES. CREDITS. ACCOUNTS. ALL CONNECTED.

A complete ecosystem for Gamestate's boxing and kicking machines. From the arcade floor to the cloud and right into players' pockets.



LEADERBOARDS

Top 10 per game mode (boxing & kicking). Displayed on venue screens and in the app.



PLAYER ACCOUNTS

RFID playcards, stats, achievements and a personal profile in the Gamestate app.



MACHINE CREDITS

Walk-up customers pay per play via QR and Mollie. Credits are stored per machine.



REAL-TIME UPDATES

Scores and celebrations are pushed live via Socket.IO to apps and displays.



ADMIN MANAGEMENT

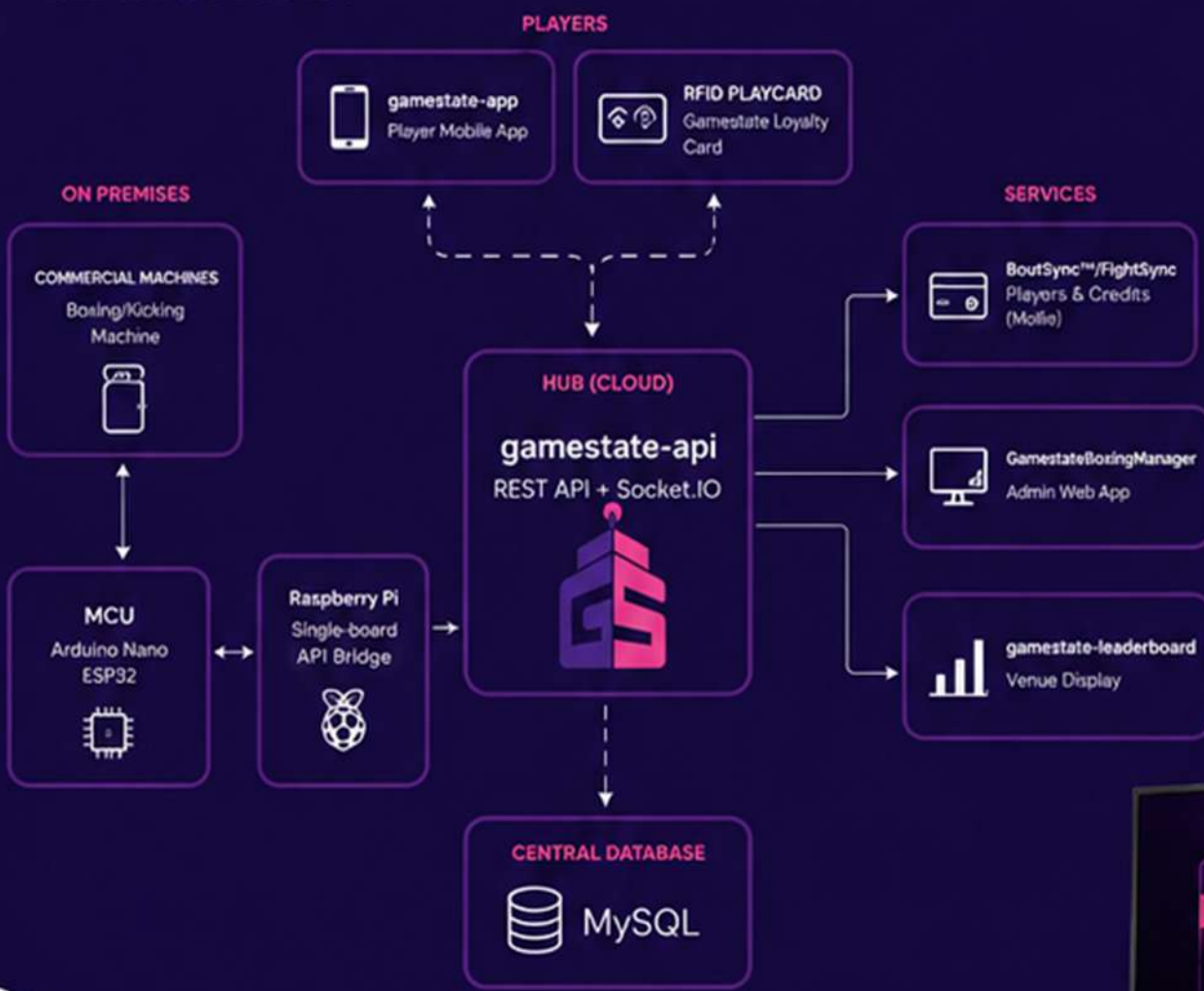
Web manager to manage users, locations, machines and scores with ease.



EDGE RELIABILITY

Microcontroller handles I/O. Raspberry Pi runs the API bridge and hosts alternate game modes.

THE ECOSYSTEM



**BUILT FOR PLAYERS.
MADE FOR LOCATIONS.**

A seamless experience for everyone: play, pay, manage and watch.



TOP 10 BOXING

1	J. SMITH	956
2	C. LIANG	896
3	K. KING	845
4	NOK N BRUCIK	812
5	ROOR MIKE	789
6	FIGHTER RL	765
7	THE DESTROYER	743
8	DRAGON LEGEND	712
9	PUNCH MASTER	689
10	KNOCKOUT	654

**MORE PLAYERS
MORE FUN**

**DATA DRIVEN
DECISIONS**

**MORE
ENGAGEMENT**

**BUILT WITH LOVE
FOR ARCADES**

