



Press Release

Pixel Supercharged: Pixel Games expands the Pixel Floor into a three-dimensional gaming experience

With Pixel Supercharged, Pixel Games is launching a new, standalone entertainment attraction. A raised play area, rising Pixel panels and vertical 90-degree walls extend the familiar gameplay concept of the Pixel Floor into three-dimensional space for the first time. The result is a compact turnkey solution that enables new forms of movement while becoming a striking eye-catcher in leisure and entertainment venues.

Magdeburg, October 2026 – Pixel Games, the world's leading provider of interactive gaming floors, is expanding its portfolio with Pixel Supercharged. Whereas the classic Pixel Floor is integrated flexibly into existing spaces, Pixel Supercharged has been designed as a standalone turnkey solution: the play area, screens, terminal, sound and control technology are permanently integrated into a steel structure developed and manufactured in Germany. The system can be incorporated into existing entertainment spaces without any construction work.

From floor to space: play in three dimensions

As soon as you step in, it becomes clear what sets Pixel Supercharged apart from the classic Pixel Floor: the entire play area is raised. From there, rising Pixel panels lift the game out of the horizontal plane and into the third dimension. Combined with vertical 90-degree walls, this creates a playscape in which movement is no longer confined to a single level.

Players run, react, strike and move through the game with their hands and feet. The shape and arrangement of the individual surfaces and angles have been specifically designed to create a variety of movement patterns and to make the attraction's spatial possibilities an integral part of the gameplay.

This changes not only the way people play, but also the attraction's impact on its surroundings. The distinctive three-dimensional structure stands out clearly from conventional flat play areas, making Pixel Supercharged a highly visible feature within any venue.

An attraction that also works from the outside

Pixel Supercharged has been designed as a standalone entertainment system. Two fixed side walls and the surrounding steel structure define a clearly enclosed play area. At the same



time, acrylic windows offer a view inside: people waiting and other visitors to the venue can follow the game and experience first-hand what is happening on the play area.

Four main screens, a touchscreen terminal, a sound system, LED lighting effects and control technology are all integrated at the factory. Movement, light, sound and digital gameplay combine to create a self-contained overall experience that not only gets players moving but also draws attention within the venue.

Every group gets its own challenge

As with Pixel World, Pixel Supercharged automatically adjusts the level of difficulty to each group, optimised by AI. This keeps the experience both accessible and challenging for newcomers and experienced players alike.

Up to six people can play at the same time. A membership system with personal high scores and achievements provides additional motivation to make progress visible and to come back for another round. The game portfolio now comprises almost 20 titles, including five games developed exclusively for the three-dimensional possibilities of Pixel Supercharged.

Successful premiere at IAAPA Expo Europe

At IAAPA Expo Europe in London, Pixel Games presented the final prototype to an international trade audience for the first time. The new structure and the extended gameplay concept generated considerable interest among operators and industry partners. The first pre-orders from Germany and the United Kingdom were received during the trade fair itself. Series production starts in October.

‘With Pixel Supercharged, we are bringing the Pixel Floor gaming experience into a standalone format while adding a completely new spatial dimension,’ says **Philipp Hacker, Managing Director of Pixel Games**. ‘Players no longer just move across the floor – the game extends from the floor right up into the walls. As an unstaffed attraction, Supercharged can be integrated practically anywhere. For us, this is another step towards being able to equip entire venues with our entertainment systems.’



Pixel Games GmbH is an internationally active provider of interactive gaming floors for leisure and entertainment venues. Founded in 2023 and headquartered in Magdeburg, the company develops and distributes systems that combine physical movement with digital game mechanics, enabling new forms of active, spatial play.

With more than 400 Pixel Floors installed in over 45 countries across six continents, Pixel Games is the world's leading provider. Developed in Germany, its solutions are used in a wide range of leisure and experience formats and are designed for efficient use of space and reliable operation.

Pixel Games GmbH is led by Managing Director Philipp Hacker.

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