

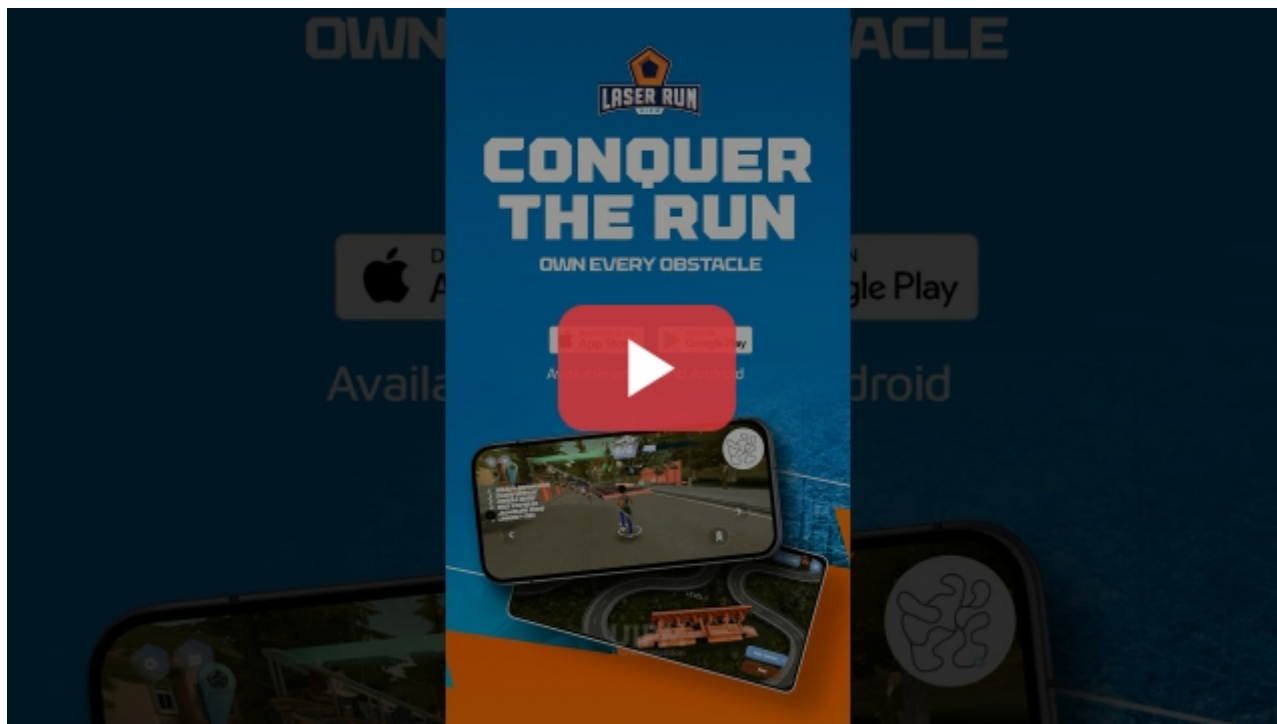
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UIPM LAUNCHES NEW ERA OF OBSTACLE LASER RUN AS EOLR 2025 GOES LIVE



The wait is over. UIPM has officially launched the new version of its flagship esports title, **Obstacle Laser Run (eOLR 2025)** — now available worldwide.

Built from the ground up with enhanced visuals, more customisation options and smoother gameplay, the new release marks a significant moment in UIPM's effort to modernise the sport and engage new and younger fans through digital innovation.



On the first screen, players will immediately notice the upgrade. **The game now boasts HDR lighting, realistic shadows, dynamic reflections and smooth performance across mobile devices. Each Obstacle course has been redesigned in 3D with lush environments, ambient movement and weather effects, delivering a cinematic experience that sets a new standard for mobile esports.**

The redesigned **Mini City Menu** adds fresh energy to the game — a vibrant hub where players can explore courses and social features. Paired with gesture-based controls, smooth transitions and haptic feedback, it makes every tap feel natural and immersive.

Customisation takes centre stage with the all-new **“Build Your Player”** feature. For the first time, athletes can design their own avatars from head to toe, choosing country, facial features, hairstyles, skin tone and regional outfits that showcase the diversity of the global pentathlon community. Unlockable gear, running styles and expressive animations add depth and identity, connecting players to their digital selves like never before.

To welcome new users, eOLR 2025 introduces **interactive tutorials** and **adaptive training sessions** that teach Obstacle navigation and shooting techniques step-by-step, preparing everyone from beginners to professionals for ranked play and esports competitions.

After months of testing and refinement, today’s launch heralds a new chapter for UIPM’s digital platform. eOLR 2025 is now accessible on mobile devices, welcoming players worldwide.

Combining athletic realism, creativity, and accessibility, the game marks a milestone in UIPM’s aim to blend sport and technology, inspiring a new generation of athletes and fans to run, aim and compete in an entirely new world.

UIPM President Rob Stull OLY said: UIPM President Rob Stull OLY said: “I’m delighted that the release of eOLR 2025 helps to deliver one more element towards leading UIPM Sports into a new era of commercial viability that will ultimately benefit our National Federations and community.

“Esports aligns with our desire to engage new and younger audiences and introduce them not only

to our exciting multisport ecosystem but the wider Olympic movement as well, ultimately creating more value for the Olympic Games.

“Huge credit to the UIPM team for taking the lead on this project and bringing us into a new era of game play and fan engagement.

“Give it a try and spread the word!”

Download eOLR 2025 today and join the race.



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