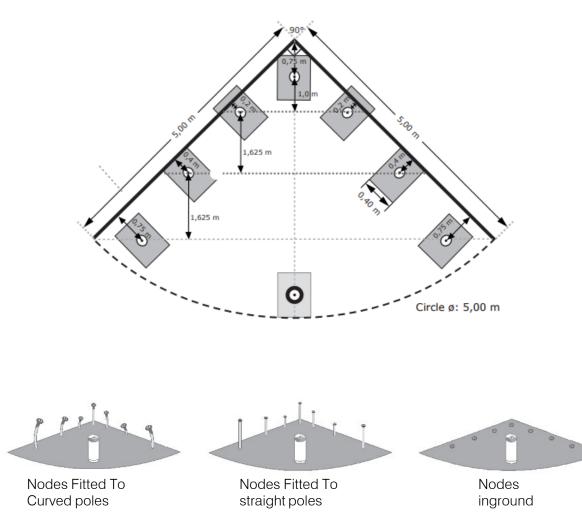
Playground proposal

20/08/2020 Job Number Revision: 0

Sport – Electronic Play







Technical Information	
Space Required	5m x 7.5m
Total Area	20m2
Compliant	NZS 5828:2015 AS 4685:2017 EN 1176:2008

Games Available

Keeper

Players will see how fast they can perceive and react to various lights and sounds. Good for motor skills and perception.

Killer

A running game based on interval running. See how fast you can run and beat your friends. Lights and sounds encourage players to do their utmost.

e-Squash

Beat your best friend or dad in a game of squash. The game is adaptive and will adjust its speed to the level of the players. High speed game for two or four players.

Pulse

Hit as many sensors as possible during 30 seconds and beat the high score. High energy, fun and action. Fun for many kids at the same time

Age groups appropriate for:

ers to Vhole family /

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