

Example of setup. See more on page 3 \* Depending on site configuration

## **Product data**

Color option \*

| nt 3 x 5 m             |  |  |
|------------------------|--|--|
|                        | nend rubber surface.<br>s can be gravel.   |  |
|                        |  |  |
| n Average wl           | nen in use: 35 W   |  |
| outdoors u             | or permanent<br>se and to be sturdy<br>pact and misuse.  |  |
| Customizal             | Customizable   |  |
| Electronics:<br>Steel: | 2 years<br>10 years  |  |
| Posts:                 | Stainless steel<br>powder coated   |  |
| Electronics:           | 7 sensors with wifi. Display 16,5"   |  |
| Game<br>Controller:    | Powder Coated<br>Steel   |  |
|                        | Input: 110 - : Output: 24v  Average wh Designed for outdoors us against imp  Customizal  Electronics: Steel:  Electronics: |  |

<sup>\*</sup> Opportunity for custom color, please contact PlayAlive for options





Age group

**Dimension** 



min. 15 m²





**Amount of** players

**Online** Will be updated with new games and

more

up to 8

**Activities** 







Movement Teamwork Thinking



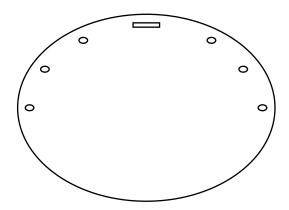




Strategy

Sound/ Music

Learning











Close-up of screen, "Blocks" gameplay.

#### **Activities on Orbit**

### Agent

Players are assigned missions that require cooperation, communication and, not least, movement.

Strategy







**Memory** 



Movement



#### **Blocks**

Players are rewarded for combining one or more blocks of the same color. This games can be thungt of as Titris with a twitst.

Strategy









Memory





Movement









PlayAlive A/S

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## Contact

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The Wave and its included activities are designed to create physical activity while playing and having fun. Here physical activity and the game world is combined.

This gives children and adults a supplement for their daily gaming desire, while also creating movement in the player, both with single-player and multiplayer.

The different activities will challenge children and adults in different ways, for instance their ability to work together or their competitiveness.

The Wave is an always online platform, therefore new activities can always be uplaoded and the system can be tracked for insights in usage.

#### **Versus**

Players compete against each other. The battle to capture your colors quickly becomes intense and challenging.

Strategy







Memory



Movement









# **Ouiz**

Different categories run across the screen. All contain fun and educational questions. Answer by tapping the sensor units on the Wave.

Strategy



Memory

Movement

















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# **Different Configuration Example**



