ICON GAME DESCRIPTIONS

For nearly 40 years KOMPAN has translated a child's need to play into beautiful, innovative forms. ICON on GALAXY combines our award-winning play design with the excitement of electronic gaming. The Future of Outdoor Play for today's digital generation is here.

ICON is the product of years of development. We identified the growth of digital gaming as a strong influence on today's youth in the '90s and began developing our solution. Industrial designers, child development specialists, educators, park and recreation professionals, technology experts, landscape architects, and—most importantly—kids were all engaged to ensure ICON would be the best version of a digital playground.

ICON'S games and display were designed to be intuitive for the user, regardless of language. Each product sets a tempo and guides you through a seriess of outdoor games that stimulate physical energy, interaction, and competition.

ENERGIZE YOUR BODY

ICON is designed to get players moving. The games are designed to push players' coordination, focus and stamina. ICON games amp up the energy on the playground because everyone wants to enter their initials in for the high score display.

INTERACTION

Outdoor gaming play areas can enhance social interaction. Kids gather to collaborate with each other, discuss tactics, share ideas, strategize over rules and generate team work in order to win. ICON brings interaction to a whole new level on the playground.

COMPETITION

ICON was designed to bring friendly competition to the playground. Kids can create teams to compete against each other to push their own physical limits. Competition against ones self to improve their personal score can be accomplished by selecting one player at the start of the game and racing against the clock.

NOVA

DIRECTION CORRECTION / *Speed and Coordination*
- The computer is the red cluster and the player is the yellow dot.
- The computer will start to turn the red cluster in a random direction and speed.
- The player must match the speed of the red cluster with the yellow dot.
- When the yellow dot matches the red cluster, the red cluster turns green.
- Hold the yellow dot in the mowing red cluster for 5 seconds to gain a point.

SPEED CHASER / *Speed and Peformance*
- The players have 30 seconds to turn the Nova wheel as fast as possible.
- Speed and RPM information is shown on the Game controller.
- The fastest speed held is the score.

TUG OF TIME / *Speed and Teamwork*
- A dot on the game controller indicates the position of the ring. An arrow will randomly appear on the game controlled.
- Players must coordiante their movements to rotate the ring, matching the dot to the position of the arrow within a timed interval to gain a point. As the game progresses, the timed intervals get shorter.
- A score is awarded based on how many matches are made.

ROCKY

4 CORNERS / *Strength and Memory*
- The player must bend the Rocky in the same direction that the computer points.
- The computer will add another direction to the memory sequence with each cycle.
- The user must remember to turn in the right directions and in the right order.
- A score is awarded based on how many cycles are completed.

HOLD IT / *Strength and Endurance*
- The game controller screen is divided in 4 areas/4 directions/4 players.
- Players must pull/tug the Rocky in their direction to gain a point.
- The one with the most points wins.

Marble Drop/ *Strength and Agility*
- The Game Controller screen will show a hole and a small cross.
- The player must get the small cross (pebble) to fall in the hole by tilting the Rocky.
- The Hole will keep shrinking increasing the level of difficulty.
- The game ends if the player falls out of the screen.
- A score is awarded based on how many times the pebble fell into the whole.

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SPACE

CAPTURE / *Agility and Strategy*
- Two towers will light up, Red and Blue.
- The players divided into teams must defend their tower's nodes and capture the other team's nodes by pressing them.
- Hit the nodes to convert them to your team's color.
- Game stats can be seen on the game controller.
- The winner is the one with most captured colors when time runs out.

COLOR CATCH / *Agility and Speed*
- 1-7 players
- Each player/team chooses one color.
- Chase your color around the structure.
- Hit the node to capture the color.
- New nodes will light up in your color, as you catch them.
- 10 catches lead to a victory.
- A score is awarded based on how quickly the player/ teams achieved 10 catches.

BOUNCE/ *Agility and Memory*
- The red nodes will light up for 2 seconds.
- The player must remember those locations and avoid them while pressing all the green nodes.
- If three red nodes are uncovered, the player/team looses.
- A score is awarded based on how many of the red nodes were avoided and how quickly the green nodes are found.

PUMP IT / *Agiility and Teamwork*
- Rock back and forth on the Game Controller Tilt Board to charge the nodes.
- When the nodes turn green you must run to hit them before they disappear.
- Game consists of four charge cycles.
- The time the players have to press the nodes decreases with each cycle.
- The game ends when the total time runs out.
- A score is awarded based on the total number of nodes pressed.

SWIRL

DYNAMO /Performance and Speed
- 1-3 players
- Twirl on the spinners to charge the nodes.
- The charged nodes will start blinking.
- Hitting the charged nodes will result in the players changing sides on the spinners.
- The first player to capture points turns the game around.
- Turn the spinners counter clockwise to gain points.
- Keep switching sides until the first player that gains 12 points wins.

BOUNCE/ *Agility and Memory*
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COLOR CATCH / Performance and Agility
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