

KOMPAN



ICON

THE COOLEST
ELECTRONIC PLAYGROUND
ON THE PLANET

FROM THE WORLD LEADER IN PLAYGROUNDS THAT PROMOTE CHILD DEVELOPMENT

www.KOMPAN.com

ICON



Welcome to ICON, the most advanced playground we've ever built, and the future of playgrounds around the world. By combining exciting electronic games and healthy outdoor play, ICON gives children and teens the best of both worlds.



MANTARÓ, SPAIN

Electronic games meet outdoor play

The idea behind ICON is to take the appeal of electronic games outdoors, where children can benefit from a healthier, richer lifestyle. The wheel below shows the health, educational and social benefits that outdoor playgrounds provide. Add these to the affinity today's children have for electronic gaming and you have nothing short of the world's most compelling outdoor playground equipment.

Health

Playgrounds improve health through physical activity

Playgrounds help prevent weight problems and obesity

Attractive playgrounds thrill children and teenagers

Learning

Playgrounds promote motor skills development

Playgrounds improve concentration

Playgrounds reduce vandalism

Everybody can participate

Social integration



The playground that plays back

While children still love healthy, invigorating, outdoor play, the allure of electronic games is keeping kids indoors. To give children the best of both worlds, KOMPAN has created ICON, a new series of outdoor electronic play equipment that promotes modern play by combining interactive computer games and outdoor fun.

With an ICON playground, it's easy to coax children out into the fresh air – while still enjoying the kind of games they like to play indoors. Each product comes with up to four fun games where children can play individually or team up, discuss rules and strategies, and have endless hours of outdoor excitement.

With challenging climbing, jumping and balancing, ICON offers some of the most physically challenging interactive play equipment on the market. This allows even older teens to test their strength and agility in a variety of ways.

How ICON was created

KOMPAN has a long tradition of developing play equipment based on documented trends and child-based research. In developing ICON, we worked with test schools, older children, super users, youth researchers, gaming experts, robotics experts and customers around the world.



HOW IT WORKS



GAMES TO LIVE, NOT JUST PLAY

Think of ICON as a set of electronic games children actually live out with their bodies outdoors instead of sitting in front of a TV or computer screen. The ICON products are fitted with cool-looking illuminated nodes that players have to activate. Doing that takes spinning, climbing, swirling and more!

COMPETITION EVERYONE CAN JOIN

Because of the “extraterrestrial” appearance of our ICON products – children of all ages are naturally drawn to them – to the logic of game technology, which children today acquire at a very early age. Our ICON games are designed to encourage everyone to join in – and they’ve been shown to appeal to both boys and girls.

MULTIPLE LAYERS OF PLAY

Kids love ICON games, but you don’t have to play the games to have good healthy fun with ICON. Children enjoy creating their own games and rule systems using the nodes. And some will choose to use the elements of the equipment for climbing, swinging, or simply hanging out.

MIX AND MATCH 4 GREAT PRODUCTS, 13 AMAZING GAMES

A complete ICON playground consists of 4 separate products: ROCKY, NOVA, SWIRL and SPACE. Each product comes with a unique set of games, with 13 games in all for a complete ICON playground. See more on pages 12–15.



Why children are so comfortable with electronic games

66% of children aged 8–18 in the US have their own mobile phone. **71%** of children aged 8–18 in the US have a TV in their own room. In the US, children aged 14–18 spend **1.5 hours** a day texting. In the US, children aged 8–18 spend **7.5 hours** a day on media consumption.

Source: Mediapro report for the European Union, 2006, The appropriation of the new media by youth
US: Children’s media consumption, the Kaiser Family Foundation, 2010

BENEFITS

HERE'S WHAT IT CAN
DO FOR CHILDREN

GAMES ARE GOOD. OUTDOOR GAMES ARE BETTER

From an early age, children love to play digital games on a variety of devices. Many parents worry about the effect of games on social and creative development. However, recent studies show that good computer games can stimulate social interaction in new ways, and that they can also promote creativity and learning, but they don't benefit children's health the way ICON games do.

ICON – GAMING WITH THE MIND AND BODY

Unlike electronic games, the action in ICON takes place in the physical world, not a virtual one. In fact, you can't even start a game without taking physical action. And once children do start playing, they'll keep at it for hours – improving their physical fitness and their alertness, which depends in part on physical exertion.

Getting the girls in on the action

Girls love to take walks and hang out with friends, but research shows they're more hesitant to get involved in sweaty activities, like skateboarding and baseball. This is unfortunate, because girls benefit from vigorous physical activity just like boys do. ICON has proved popular with teenage girls, with the gaming aspect attracting them to the playground and legitimizing their activity there. In fact, girls have been shown to burn slightly more calories using ICON than boys do.

188 CALORIES BURNED IN JUST 30 MINUTES

Weight problems and obesity are growing problems around the world, caused in part by too little physical activity. This is a particular problem for girls, with more than half of all girls aged 11–16 not meeting the World Health Organization's minimum recommendations for exercise. ICON has been found to appeal to boys and girls alike, and a recent study shows that in just 30 minutes of ICON play, children burn 188 kcal, which exceeds the recommended daily minimum.



Social interaction from every angle

In developing ICON, we ensured that children would be able to interact and maintain eye contact 360 degrees. We also made sure the games would be playable after very little experimentation, avoiding the need for language-specific instructions, and that they would be self-explanatory and familiar from conventional electronic games.

Weight problems and obesity are growing problems around the world

72% of girls aged 15 do not meet minimum recommendations for physical activity. **56%** of girls aged 11 don't get enough exercise, and the situation is not much better for boys. **47%** of 11-year-old boys don't exercise enough, and neither do **57%** of boys aged 15. In fact, as many as **25%** of these children are overweight or obese.

Source: World Health Organisation, 2009



PLAY THE KOMPAN WAY

IN CASE YOU DON'T KNOW US...

Leading the world in playground solutions for all ages

The solutions we develop, produce, market and sell are designed from the ground up to improve childhood health and learning. And all our products offer compelling design, high play value, uncompromising safety, unique innovation and long-lasting quality.

With KOMPAN, there's a philosophy behind the playground

As the world's No. 1 producer of quality playground equipment, we are held in high regard by our customers. These public authorities, schools, child care centers and other organizations trust us not just to produce fun and exciting playgrounds, but to understand what's really behind a great playground. So much more than just physical constructions, KOMPAN playgrounds are designed to reach a higher goal: promoting child development through play.

Great playgrounds are built on knowledge

One reason that we're the global leader in our field is the KOMPAN Play Institute. This unique knowledge center is a valuable repository of insight into children's play, health and learning. It's the perfect complement to our decades of hands-on experience making playgrounds that promote child development.





PLAY GROUNDED IN KNOWLEDGE

KOMPAN is respected around the globe for its knowledge-based approach to product innovation.

Much of the knowledge our products are built on comes from the KOMPAN Play Institute – our own in-house knowledge center. The KOMPAN Play Institute is an international network of play and child development specialists which monitors how different trends in society influence children's development and play patterns.

The institute also initiates and takes part in different research projects around the world, benefitting children, teenagers and the adults who work with them by sharing knowledge. You can follow the institute's work at seminars and conferences, through scholarly articles, and by visiting the institute's website at <http://www.kompangroup.com/KOMPAN-play-institute>

CASES

“IT’S LIKE A COMPUTER GAME, ONLY YOU MOVE MUCH MORE”

BELLEVUE, WASHINGTON, UNITED STATES

The new Ardmore Elementary School in Bellevue, Washington represents a diverse population with respect to demographics and economics.

The playground has a large field, covered area for basketball and other games and a playground designed with the KOMPAN ICON’s Space, Nova and the Rocky, as well as pieces and products without the electronic component.

Yuko Porter, the Principal of Ardmore Elementary School explains: “We are only four weeks into the school year. The first week of school there were not any kids in the under-cover area playing basketball, everyone was on the playground. We had to teach some procedures: waiting in line for your turn, for instance. Skills that all kids need to learn. Now students are starting to gravitate to the entire playground. The playground equipment is still the most popular along with the sand box, but now we see them play the ICON games and organize themselves.”

The Bellevue School District places a high value on technology, specifically technology in the classroom and mobile computer labs. Porter explains, “All kids’ toys are going towards being digital, tech-based items. The playground has incorporated that as well, and it actually inspires kids to be physically active. I think the future for playgrounds is tying that physical activity with the digital world. It really is the future expanding those capabilities. We are doing the same thing in the classroom, where we are switching several of our lesson plans to incorporate technology because we are finding that is how we can engage students more.”



BELLEVUE, WASHINGTON, UNITED STATES

TENSTA, SWEDEN

Tensta in Sweden is home to the first computer-controlled playground in the country – a customized ICON project from KOMPAN®.

“It’s like a computer game, only you move much more”, says 11-year-old Alexandra. She and her classmates are gathered in the neighborhood park at its new playground. Everyone is trying to collect the most points by pressing the illuminated interactive buttons of the game before they stop flashing. 10-year-old Isha comes to the park at least once a week. “You get exercise and have fun at the same time”, she says. Isha likes climbing and jumping more than the actual computer game, but for Ali, it’s the other way around. “I have the highest score!” he shouts.

Åsa Gustafsson is the children’s teacher, she is excited about the new playground because it makes the children team up and cooperate with each other. Their Physical Education teacher, Rainer Ahlvik, is convinced that the game will encourage inactive children

to exercise more. The games are really easy to understand and you don’t have to read long user manuals to get started. That is a definite plus in a multinational area like Tensta, and it has helped make the playground a success.



TENSTA, SWEDEN



FUTUROSCOPE,
FRANCE

FRANCE

Futuroscope is one of Europe’s biggest family entertainment parks, in southwestern France, near Poitiers.

As the name suggests it is a pleasure and an attractions park with a strong future theme: robots, high tech and science dominate the architecture as well as the activities of this magnetic place for families.

In 2010 Futuroscope installed KOMPAN ICON as the new play attraction in the free play area of the park. It has been a huge success: children love it, and parents happily join in the play. The ICON activities are truly attractive for the teenagers in the family, who can otherwise be hard to attract to leisure parks.

Mr. Jean-Hervé Madec who is the Development Director of the park says: “The play area is constantly attracting children with these new activities. For me, the great advantage is that it works without having to be supervised. It is an advantage too that so many kids can play at one time, not needing to sign up or queue up.”

“I can warmly recommend ICON for any playground for bigger kids or family groups”.

PRODUCTS

THE CON FANTASIA



SPACE

HIT THE NODE TO WIN!

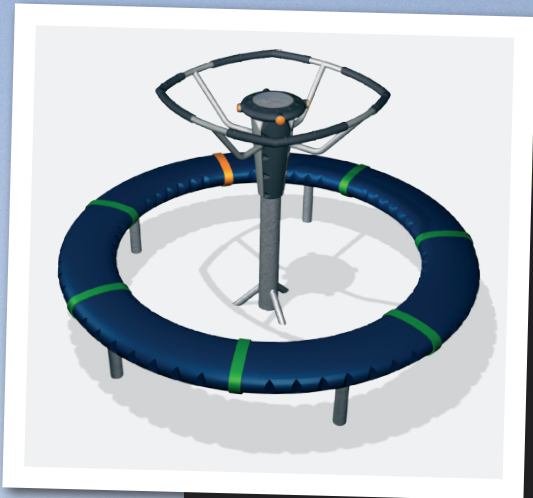
Chase each other around on SPACE. Flashing game nodes are placed at strategic positions around the structure; hit the lit nodes to win. Use teamwork to hit every node. The key to success is to be alert, limber and agile.



SWIRL

TAKE CONTROL AND PERFORM THE FASTEST SPINS

Playing is performing. Swirl is about rotation, climbing and gaming for kids at all levels and abilities. Rotation and climbing are key elements of Swirl's different games. The trick is to control the spinner and not be controlled by it. This calls for speed, acrobatics and athletics. The nodes are activated by turning around quickly on the spinners.



NOVA

ENHANCE STRENGTH THROUGH POWER AND BALANCE

The various Nova games call for speed, sudden turning actions and continually defending your position. Every Nova game challenges your balance and muscle power. You have to demonstrate effective coordination and maintain a firm foothold to secure your position both on the ring and in the game. You can play against the Nova or compete in teams.



ROCKY

THROW YOUR WEIGHT AROUND

Rocky can be both wild and mild. Be prepared for an exhilarating experience. Rocky's games range from the very forceful to the fine-tuned. Influence the game instantly with every movement of your body, alone or in teams. The more force you can control, the bigger the reaction you get back from Rocky. The best team is the one that can position their weight effectively or repeat a given routine with the most accuracy



CHOOSE GAME

Navigate to the **ICON** game you want to play and press Enter.



NUMBER OF PLAYERS

Select the number of players or teams and press Enter.



START THE GAME

Now press Enter to start the countdown.

CAPTURE

Game **CAPTURE**
Players/teams **1-2**
Skills **AGILITY AND STRATEGY**

The players split into "red" and "blue" teams, and have to defend their own color nodes and capture the other team's. The game lasts about a minute.

Game **COLOR CATCH**
Players/teams **1-7**
Skills **AGILITY AND SPEED**

The players choose a color and chase it around the structure until they hit the right color node to capture the point. 10 points lead to a victory.

Game **MEMORY**
Players/teams **1-4**
Skills **AGILITY AND MEMORY**

The classic game of memory. Eight different symbols are hidden among the nodes. Remember the symbols to find all the matches.

Game **PUMP IT**
Players/teams **1**
Skills **AGILITY AND TEAMWORK**

The player/team rocks from side to side on the Game Controller Surfboard to charge the nodes. When the nodes turn green, the play/team has to run to hit them before they turn off.

BEATMASTER

Game **BEATMASTER**
Players/teams **1-5**
Skills **PERFORMANCE AND SPEED**

Each spinner activates a music sequence. Use the nodes to pick between three musical genres and construct unique musical creations.

Game **SPIN IT**
Players/teams **1-5**
Skills **AGILITY AND MEMORY**

Rotate the spinners to charge the nodes. When the nodes turn green, players run to hit them before they disappear. Each game consists of 4 charge cycles.

Game **COLOR CATCH**
Players/teams **1-7**
Skills **AGILITY AND MEMORY**

The players choose a color and chase it around the structure until they hit the right color node to capture the point. 10 points lead to a victory.

ACTIVITIES

GAME CHANGING GAMES



ICON games are designed for specific ICON products, each product coming with 3–4 different games. This means plenty of variety for children, and the more ICON products the more choices on your playground.

NOVA

Game **DIRECTION CORRECTION**
 Players/teams **1**
 Skills **SPEED AND COORDINATION**

The players/team has to match the speed of the red light clusters with a yellow dot they control by rotating the Nova ring. The game lasts about 90 seconds.

Game **SPEED CHASER**
 Players/teams **1**
 Skills **SPEED AND PERFORMANCE**

A 30-second game where the player/team has to turn the Nova wheel as fast as possible. Speed and RPM are shown on the Game Controller screen.

Game **PING PONG**
 Players/teams **1-7**
 Skills **SPEED AND TEAMWORK**

A ball moves across the screen. Rotate the ring to move the paddle and keep the ball in play. A point is scored each time the ball is struck with the paddle. The size of the paddle decreases as the game progresses.

ROCKY

Game **ROCK THE BOAT**
 Players/teams **1-4**
 Skills **STRENGTH AND MEMORY**

The players navigate a boat along the river. Rock and tilt the structure to row and steer the boat around obstacles and capture power stars which extend your time.

Game **HOLD IT**
 Players/teams **1-4**
 Skills **STRENGTH AND ENDURANCE**

The Game Controller screen is divided in 4 areas, each indicating a direction for a player. The players then pull/tug the Rocky in their direction to gain a point.

Game **MARBLE DROP**
 Players/teams **1**
 Skills **STRENGTH AND ENDURANCE**

The Game Controller screen shows a hole and a small cross. The player has to tilt the Rocky to make the cross to fall in the hole – which keeps getting smaller!

ICON STATISTICS

ON-LINE AND VITAL STATISTICS

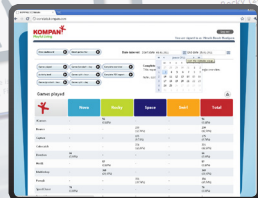
The ICON online edition gives you the opportunity to access our new ICON web interface, where it is now possible to see and compare stats on games most often played, total hours played, high scores, and calories burned, helping you to demonstrate the play value of your site.

Stats are automatically collected every 24 hours and processed at our server at KOMPAN and we make sure that you always can access your data.



Dashboard

Presents the most popular games played, usage on your sites and a set of volume figures.



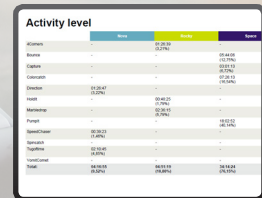
Calendar

KOMPAN has made it easy to see information for any given date range and across multiple ICON playgrounds.



Details

Increase the level of detail of the statistics and see breakdowns by day and even by the hour for a specific game or product.



Reports

Opportunity to share the important information from the web-interface in easy to read PDF reports.

ALWAYS ON-LINE:

ICON offers full online connectivity, which enables KOMPAN to survey your playground, and see that your site is up and running. With this online solution KOMPAN is able to make software updates as well as upload new games. The solution can embrace up to 6 products and is future-proofed with Bluetooth and Web access. On top of this we give you access to our ICON statistic, where you can see in real time which games are most popular, how many players have been active and so on.



LAYTON, UTAH USA

ICON – Amazing holding power

On our ICON playground in Layton, Utah the ICON STAT has documented the great holding power of ICON. The scenario you would expect is that there is a lot of excitement when a new product is first installed and this excitement will fade over time – this is NOT the case with ICON. Through our ICON STAT we can now document that ICON has the opposite trend. After 1 year all the figures have increased, which proves that an ICON playground has an amazing holding power where the number of children playing here is continuing to grow.



WARRANTY

Your ICON system also includes a two-year parts and labor warranty on all electronic components, along with the standard KOMPAN warranty on all other mechanical components. Additionally, each ICON system is designed to perform a self-diagnostic once every day to ensure everything is running smoothly.



The results of these diagnostics are relayed to KOMPAN utilizing the wireless feature and, if any anomalies are found, we will take appropriate action to rectify the issue. If the solution involves a component replacement, we will coordinate this work with one of our trained installers and will keep you informed every step of the way.

BUILT TO LAST

A playground is only as good as it is reliable

LIFETIME* WARRANTY

- Galvanized structural parts
 - ✓ Steel poles
 - ✓ Cross beams
 - ✓ Floor frames
 - ✓ Top brackets
- Stainless steel hardware
- HDPE Panels

10 YEARS WARRANTY

- HPL floors & panels
- Other galvanized parts
- Galvanized and aluminum parts with painted top layer
- Solid plastic parts
- Hollow plastic parts
- Non-painted metal parts
- Engineered timber and Robinia
- PP Panels

5 YEARS WARRANTY

- Other painted metal parts
- Springs & ball bearing assemblies
- Rope & net constructions
- Concrete elements

2 YEARS WARRANTY

- Movable plastic & metal parts
- Electronic components

1. WARRANTY COVERAGE This warranty applies to KOMPAN's products for the time periods described for each product type above and with the limitations described in this warranty. The warranty period applies from the date of purchase by the first customer. This warranty covers only defects in materials. KOMPAN's liability under this warranty is limited to repair or replacement of defective products, without charge, at KOMPAN's discretion. Defective electronic components will be delivered and changed by a KOMPAN ICON professional installer free of charge

2. WARRANTY APPLIES ONLY IF PRODUCTS HAVE BEEN PROPERLY INSTALLED AND MAINTAINED

The warranty only applies if KOMPAN's products have been installed according to the instructions provided by KOMPAN, and maintained correctly according to the KOMPAN Maintenance Manual. The warranty for the ICON electrical components is dependent on those products being installed by an ICON trained and approved installer.

3. NO COVERAGE FOR ACCIDENTS, WEAR, TEAR, COSMETIC ISSUES, MISUSE OR VANDALISM

This warranty does not cover any damage caused by accident, improper care, negligence, normal wear and tear, surface corrosion on metal parts, discolored surfaces and other cosmetic issues or failures due to misuse or vandalism. Natural changes in wood over time are considered cosmetic issues and not covered.

4. PRODUCTS INSTALLED NEAR WATER Products installed in direct contact with chlorinated water or saltwater, or products installed with occasional contact with such water or installed so close to the shore they are subjected to salt spray are not covered by the KOMPAN warranty for any defects caused by corrosion. Products installed in coastal areas, within 200 meters from the shore, will only be covered by the warranty for half the period of the standard product warranty in relation to defects caused by corrosion. KOMPAN's Lifetime warranty if applicable is limited to 10 years in relation to such products.

SAFE CHALLENGES

Children must feel, safe, secure and at ease to play freely, but they also push their boundaries and challenge their environments in unexpected ways. This is an essential part of developing their mental and physical abilities and is how they learn to anticipate and cope with risks. Our playgrounds are built to accommodate these two principles, providing a safe and challenging playground for our children.



COMING TO ALL PARTS OF THE WORLD



GERMANY



SPAIN



SINGAPORE



NEW YORK CITY



NORWAY

- NEW YORK • PENNSYLVANIA • CALIFORNIA • ILLINOIS • UTAH • WASHINGTON
 FLORIDA • NEVADA • MICHIGAN • ALBERTA • UNITED KINGDOM
 DENMARK • THE NETHERLANDS • ISRAEL • NORWAY • SWEDEN • FRANCE
 RUSSIA • SPAIN • ITALY • ROMANIA • AUSTRALIA • GERMANY • JORDAN • BELGIUM

Find out more about KOMPAN

The products in our market-leading range span all age groups, cover every potential category and accommodate every stage of a child's development and play. Visit our website to get inspired, request further information or contact our team to discuss your ideas

www.KOMPAN.com

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