

# **Product Sheet**

# **VAVE**

Version 1.0



Age group + 5 years



Dimension min. 13 m<sup>2</sup>



Amount of players up to 8



Will be updated with new games and more

Example of setup\*
\* Depending on site configuration

# **Product data**

Space requirement		min. 2 x 6 m	
Surface requirement		We recommend rubber surface. Alternatives can be gravel.	
Power supply		input: 110 - 240v AC output: 24v DC	
Power comsuption		Average when in use: 35 W	
Durability		Designed for permanent outdoors use and to be sturdy against impact and misuse.	
Setup		Customizable	
Guarantee		Electronics: Steel:	2 years 5 years
Materials Arc:			Stainless steel powdercoated
	Electronics:		7 sensors with wifi. Display 16,5"
	Game	e Controlller:	Powder Coated Steel

**Activities** 







Movement

**Teamwork** 

**Thinking** 



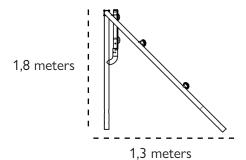


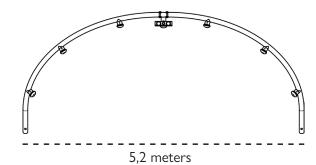


Strategy

Sound/ Music

Learning







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











Close-up of screen, "Blocks" gameplay.

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.

#### **Activities on Wave**

### 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









#### **Versus**

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

Strategy





















#### Quiz

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

Strategy



Memory







Movement



