
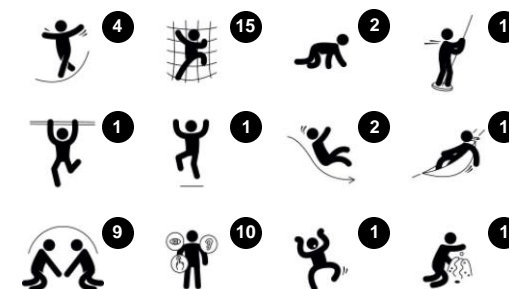


PALACE GIANT L

PCT1104



Item no. PCT110401-0901	
General Product Information	
Dimensions LxWxH	938 x 1028 x 651 cm
Age Group	6+
Play Capacity	30 children
Colour Options	



WOW! The Palace Giant L's sky-high climb-slide-meet features attract children hugely. The Giant offers a unique variety of speedysliding, gentle swaying and not least challenging climbing activities. All these are in a see-through tower, promoting thrill and social interaction. All this ensures vigorous play, over and over. The slides are main attractions. The

open and closed slide and the challenging banister bars offer each their fast ride. Severe fun, stimulating social-emotional skills such as self-regulation and empathy. The varied climbing activities add choice: the tall, transparent climbs add thrill. Climbing here trains the cross-coordination, the sense of space and the condition. On ground level the

swaying hammock, low climbing walls and rope access with pods add opportunities for all to play, socialize and participate in the fun.

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PCT1104



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco-friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17,8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



The main posts have an alloy with improved tensile and yield strength to ensure superior structural integrity of the high towers. The posts has hot dip galvanised base and powder coated top finish which ensure long lifetime.



High-quality polycarbonate with a thickness of 15mm. The graphic prints are added by a unique multi-layer print process where the inner layer is the image and outer transparent layer functions as protection. Both PC panel and the water-based lacquer are UV stabilized to prevent fading.



Fully welded steel frame with 45° cross welded steel grid of round steel pins with a diameter of 4mm. The airflow panel contributes to the overall structural integrity of the GIANT towers.



Curved and straight tunnel slide of either PE or stainless-steel material and supported by multiple steel rods to a center steel post. The tunnel slides are designed with perfect curve and inclination for a playful ride.

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Installation Information

Max. fall height	284 cm
Safety surfacing area	84.3 m ²
Numbers of Installers (persons)	2
Total installation time	102
Excavation volume	10.32 m ³
Concrete volume	4.58 m ³
Footing Depth (Standard)	90 cm
Shipment Weight	2,171 kg
Anchoring options	In-ground ✓

Warranty information

EcoCore HDPE	Lifetime
Post	10 Years
HPL Decks	10 Years
Ropes & nets	5 Years
Spare parts guaranteed	10 Years

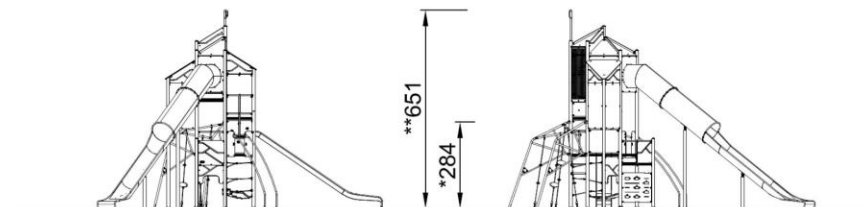
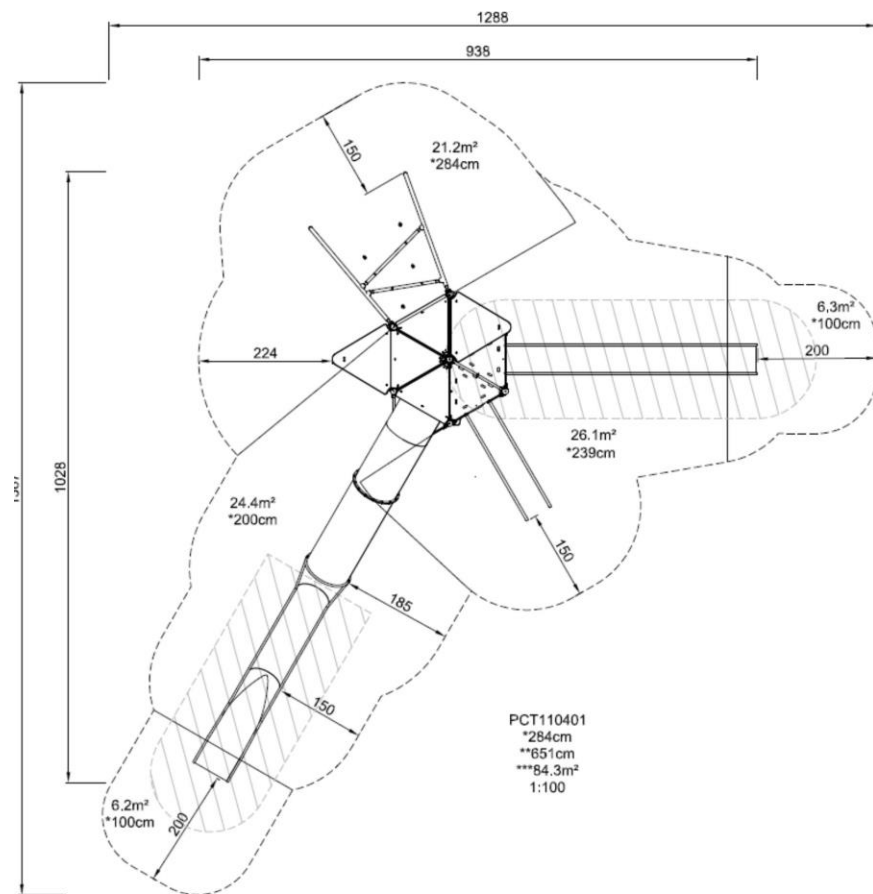


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PCT1104

Max fall height | Total height | Safety surfacing area

Max fall height | Total height



PCT110401
1:300

[Click to see 1:100 ratio TOP VIEW](#)

[Click to see 1:100 ratio SIDE VIEW](#)

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PCT1104



Transparent panels with graphic

Social-Emotional: the see-through panel adds the possibility to watch and contact friends on ground level when up high.

Cognitive: the see through-effect adds a feeling of thrill when used up high. The graphic suggests a theme and supports dramatic play, which stimulates languages and communication skills.



Climb-through hole

Physical: the hole allows for climbing and crawling through, developing cross-coordination, proprioception and spatial awareness.

Social-Emotional: cooperation and turn-taking when passing one another.



Peak climber

Physical: cross-coordination and muscle strength are developed when climbing and crawling across the unequally dispersed ropes. Balance and spatial awareness are supported when standing on turning spheres or climbing across or up.

Social-Emotional: turn-taking and socializing skills are supported when sitting with friends or interacting across the net.



Long tube slide

Physical: sliding develops spatial awareness and a sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

Social-Emotional: thrill when going down fast. Empathy stimulated by turn-taking. Feeling of security when stopping on extra long slide mouth.



Criss-cross climber

Physical: cross-coordination and muscle strength are developed when climbing and crawling across the unequally dispersed ropes.

Social-Emotional: turn-taking and socializing skills are supported when sitting with friends or interacting across the net.



Climbing wall

Physical: develops children's cross coordination, eye-hand coordination, and muscle strength when climbing.

Social-Emotional: two-sided climb invites cooperation.



Banister bars

Physical: balance, spatial awareness and coordination are developed when going down, as well as arm, leg and core muscles when holding tight. Landing strengthens bone density, which is built for life in early childhood.

Social-Emotional: turn-taking and risk-taking.

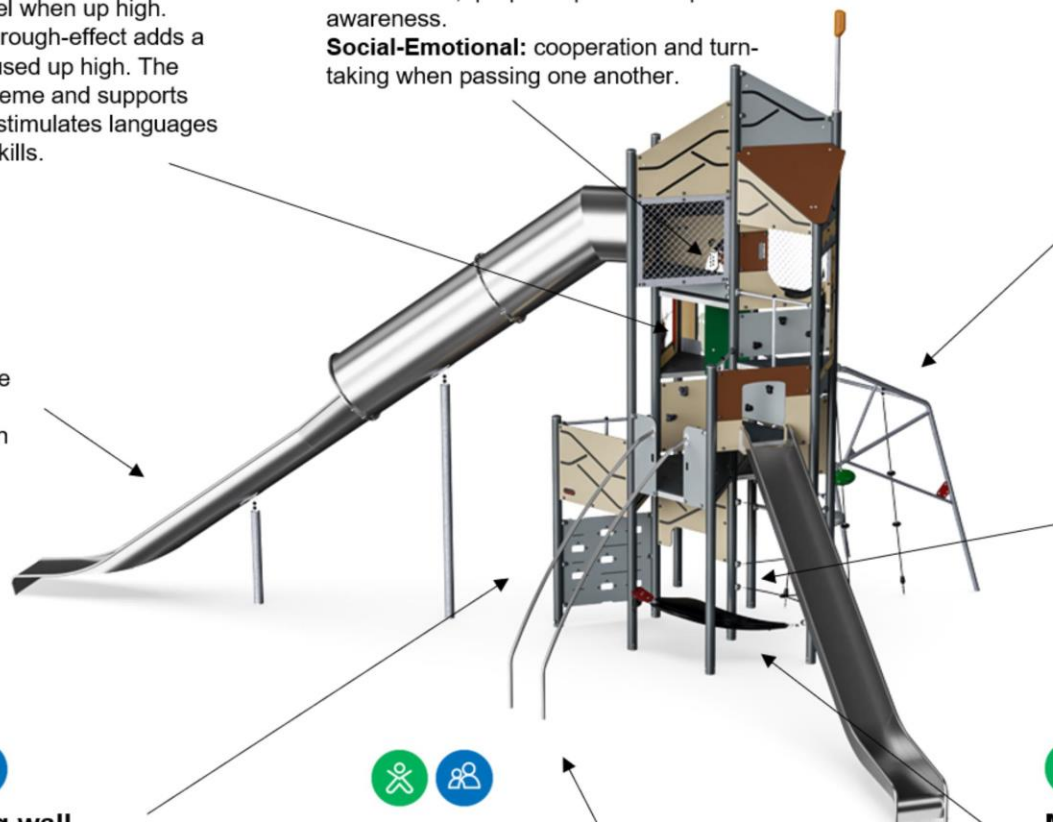


Movable hammock

Physical: sense of balance when swaying, body pressure when lying.

Social-Emotional: meeting, pushing friends gently back and forward, turn-taking.

Creative: changing direction and position of hammock.



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PCT1104



PHYSICAL
Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL
Joy of being together:
teamwork, tolerance and
sense of belonging



COGNITIVE
Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



BALANCE
To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



HANG IN ARMS
To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



SENSORY
To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE
To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP
To jump is the act of jumping up or down on a hard surface.



SLIDE
To slide is the act of moving fast downwards seated on a slide.



CLIMB
To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



PULL
To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



SOCIALIZE
To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



CONSTRUCT
To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



PUSH
To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN
To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL
To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK
To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWAY
To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



DRAMATIC PLAY
Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



ROTATE
To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING
To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



GLIDE
To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



RULES PLAY
Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER
To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.