



Hit the Node to win. Flashing game nodes are placed at strategic positions around the structure; hit the lighted nodes to win. The Space requires, teamwork, agility and alertness.

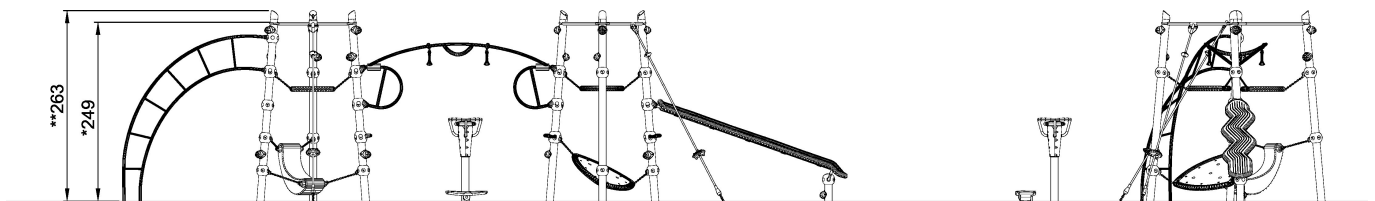
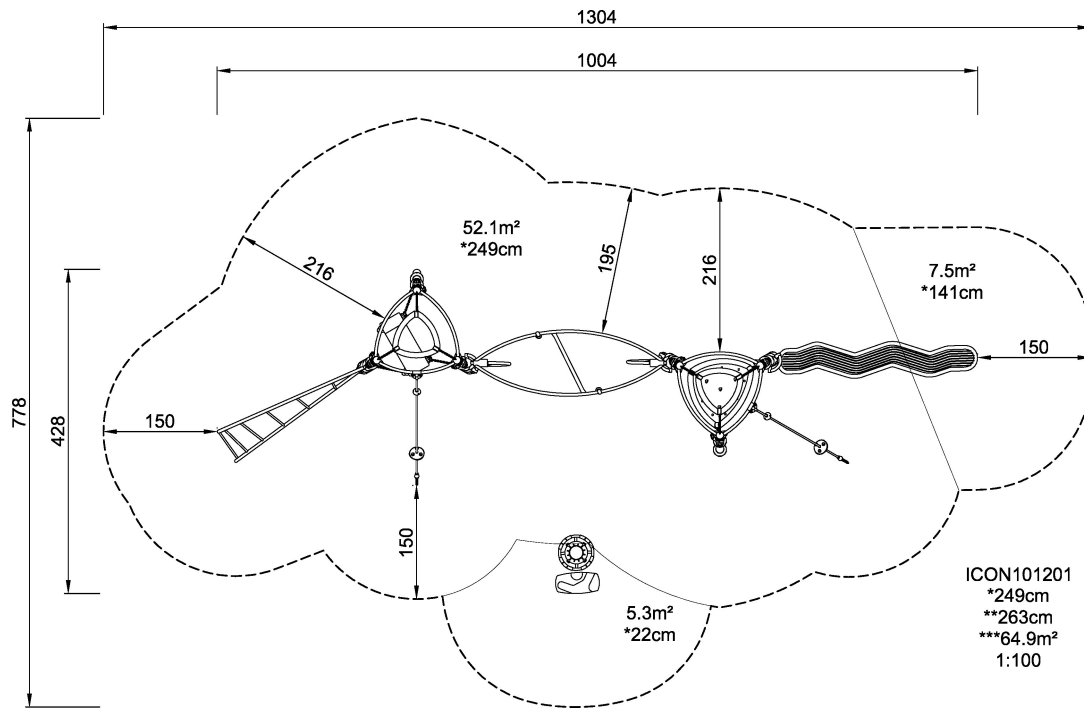
|                              |                                     |
|------------------------------|-------------------------------------|
| <b>Product Line</b>          | Urban climbing                      |
| <b>Category</b>              | ICON™ Interactive Play (Electronic) |
| <b>Age group</b>             | 8 - 15                              |
| <b>Max. fall height (CM)</b> | 249                                 |
| <b>Total height (CM)</b>     | 263                                 |
| <b>Safety Zone</b>           | 64.9 m2                             |



**SURFACE**



**ASTM**



**ICON1012**  
1:100

\* = Highest designated play surface.  
\*\* = Total height of product.

|                                  |        |                                |         |
|----------------------------------|--------|--------------------------------|---------|
| <b>Weight/heaviest parts</b>     | kg.    | <b>Installation (Manpower)</b> | Persons |
| <b>Concrete required</b>         | NaN m3 | <b>Installation (Hours)</b>    | Hours   |
| <b>Foundation amount/footing</b> | NaN    | <b>Excavation</b>              | NaN m3  |