

INFINITY

Version 1.0



Age group
+ 4 years



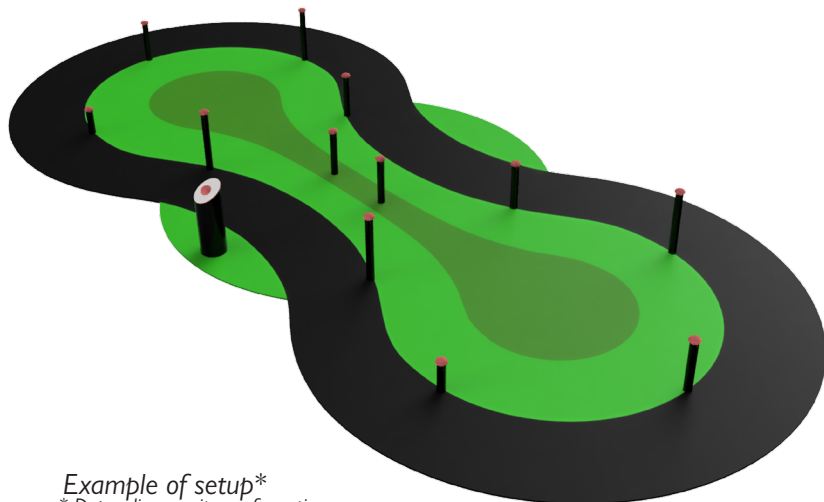
Dimension
66 m²



Amount of
players
up to 4



Active Learning*
Can be added.



Example of setup*
* Depending on site configuration

Activities



Movement



Teamwork



Thinking



Strategy



Sound/ Music

Product data

Space requirement 5,5 x 12 m

Surface requirement We recommend rubber surface. Alternatives can be gravel.

Power supply input: 110 - 240v AC
output: 24v DC

Power consumption Estimated daily: 140 W*

Durability Designed for permanent outdoors use and to be sturdy against impact and misuse.

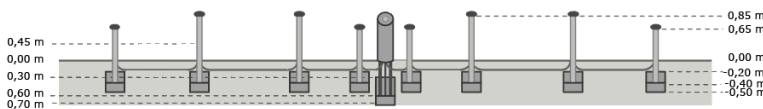
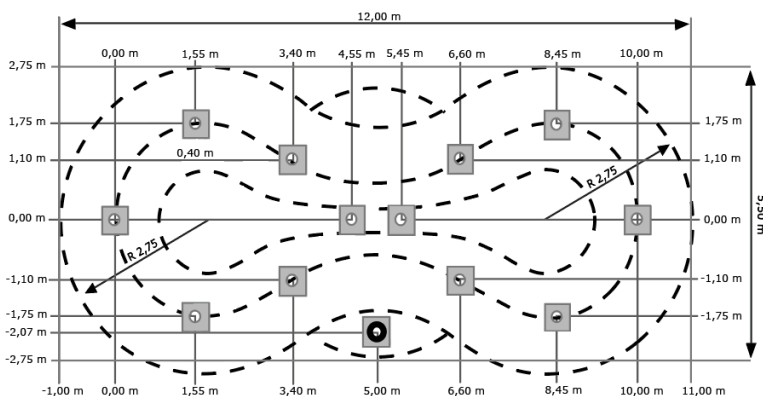
Setup Customizable

Materials Steel: Stainless Steel
Electronics: 9 sensors with WiFi

Color option * 

* Average daily consumption of 2 hours play / 22 h sleep mode

** opportunity for custom color; please contact PlayAlive for options





Example of setup*

* Depending on site configuration

Obvious locations where Infinity really adds value to a wide target group are as part of the large playground, the modern schoolyard, parks but also the urban environment that wants to promote movement, play & learning.


Infinity is a play zone where users are active, learning and having fun all at the same time.


Infinity comes standard with four games and can easily be updated with new games as needed.


Activities on INFINITY

MindMatch

Find the identical pattern among the satellites on the field. The game will increase in difficulty.

Strategy 

Memory 

Movement 

HOT & COLD

A team chases the red satellites and a other team the blue ones. The team with most wins.

Strategy 

Memory 

Movement 

eTennis

Beat your opponent in a game of Tennis. The game is adjust the players level.

Strategy 

Memory 

Movement 

STOP WATCH

Hit a sensor to start the stop watch and follow the path of lights.

Strategy 

Memory 

Movement 

Free Play

Each satellite will have its own play mode with funny sounds, music tunes and light creation.

Strategy 

Memory 

Movement 