

Come alive with electronic play

playground
centre® 
fun is for life!

Reinvent and create new play spaces with the
best of virtual games + physical play





play alive® **SPIDER**

Based on the design of a traditional climbing frame, the Spider contains built-in satellites forming one big social, interactive computer.

The Spider comes with four games which can be updated and added to. All games adapt to the level of players providing continuous play and exciting challenges using light, sound and touch.

Light, sound, action!

As an exclusive distributor for **PlayAlive**, Playground Centre can help you create an entertaining and exhilarating playground experience that integrates lights, sounds, sequences, games and activities.

The multisensory style of play tests reflexes, speed, coordination, and is designed to encourage social interaction and healthy development of fine and gross motor skills.

Best of all, the technology is **low maintenance, durable, vandal resistant and waterproof** – built and designed to live outside.



Talk to us about
incorporating
high-tech outdoor play
in your play spaces.
**Tomorrow's play
today.**

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play
alive®

Playing with technology has never been this high energy

Born from the creative brains of several LEGO employees, PlayAlive has been offering children the option of interactive play combined with outdoor physical activity for the past seven years.

PlayAlive is an ideal alternative to traditional electronic games as communities work to manage their impact on physical development, fitness and weight. The games cater for all ages, especially children who consider themselves “too old” for play and for those that aren’t used to being physically active.

Lead
the way
in future
play!



1

Make
a play space
out of an
unused area
or wall



3



2



4

eWall is an interactive play and learning wall, providing plenty of physical movement. The player gets a question on the iPad, the eWall flashes five possible answers, and the player must run to the eWall to touch the answer.

At schools, teachers and students can choose to make their own exercises and these can be shared with others. eWall can also be used without an iPad with four different game options.

play alive®
eWALL



Encourages
fast
reflexes



play alive® **SPEED**

As it's name suggests, Speed encourages high speed and fast reflexes.

The system is ideal when you're limited by space, only occupying a footprint of 6m x 2. It includes three ready-to-go games: one that requires pairs to compete against each other to finish tasks, ping pong, and a high-energy game that requires players to beat their opponent on an identical track.



play alive® **INFINITY**

Infinity is a big 2-dimensional sculpture that generates attention and encourages curious people to become active.

The in-built intuitive games are easy to grasp and include catching satellites, ping pong, a motivating running game and one that tests the mind by asking players to find identical patterns.

