TAG Interactive Arenas

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PLAY MART INTERNATIONAL

January 2019

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SINGLE ZONE TAG ARENA
OPTION 1

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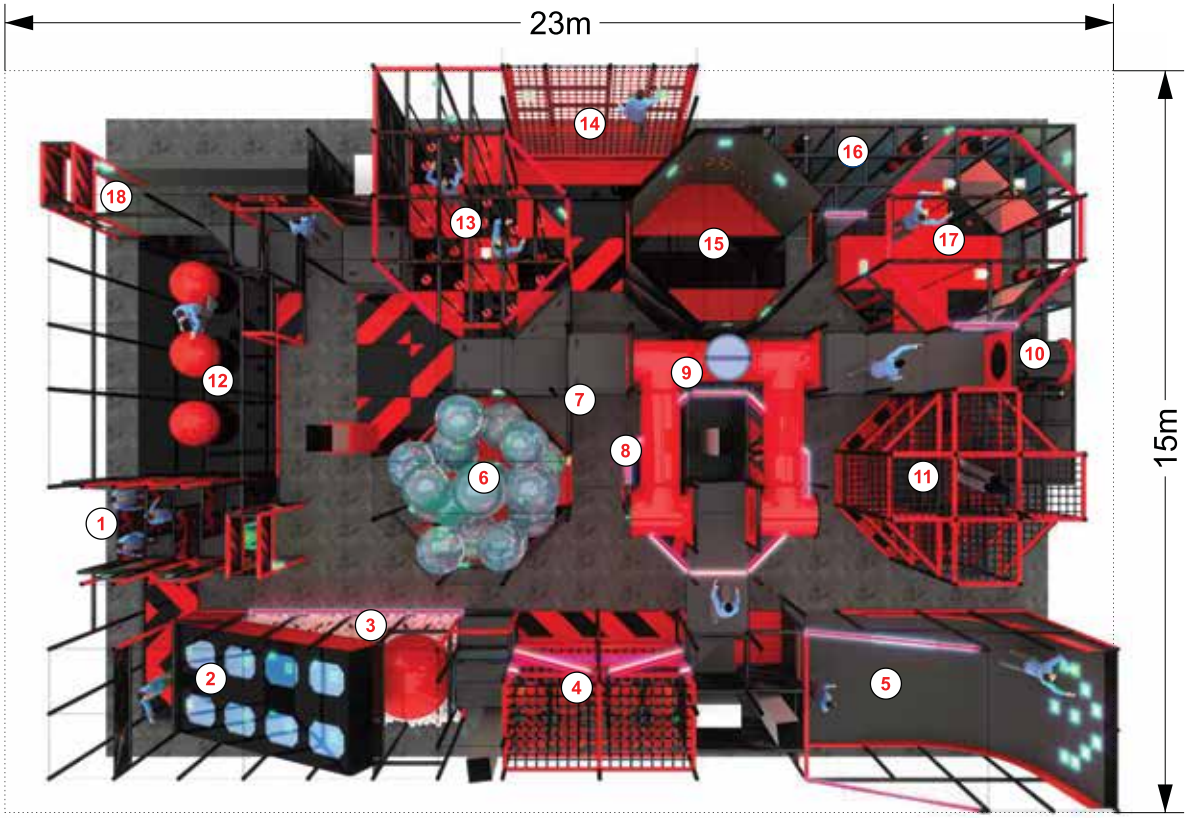
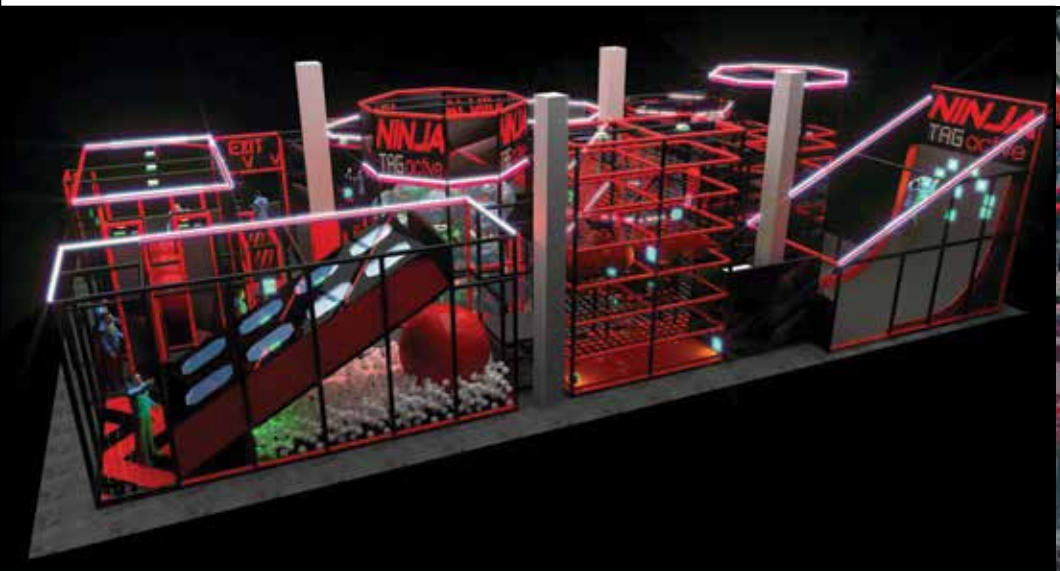


CAPACITY :	70 Players
UNIQUE EVENTS :	16
TRANSPONDERS :	120
SQ/M :	345
HEIGHT REQUIRED :	5.5m
ZONES :	1 ZONE
SCOREBOARDS :	3
ADMIN COMPUTERS :	2

Entrance Line	1
Coffin Climb	2
Illuminated Ballpool	3
Webolator Climbers x 2	4
2 Lane Qpipe	5
Giant Clear Ballroom	6
Cave Crawl	7
Pugil Stick Zone	8
Crawl Tubes	9
Dark Tube Crawl	10
Web Maze Climber	11
Giant Ballhop	12
Sea of Ropes	13
Angled Cargo Climb	14
Climb Wall Tower	15
Clear / Mirror Maze	16
Rope Climb Tower	17
Exit Gate	18



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SINGLE ZONE
TAG ARENA
OPTION 2

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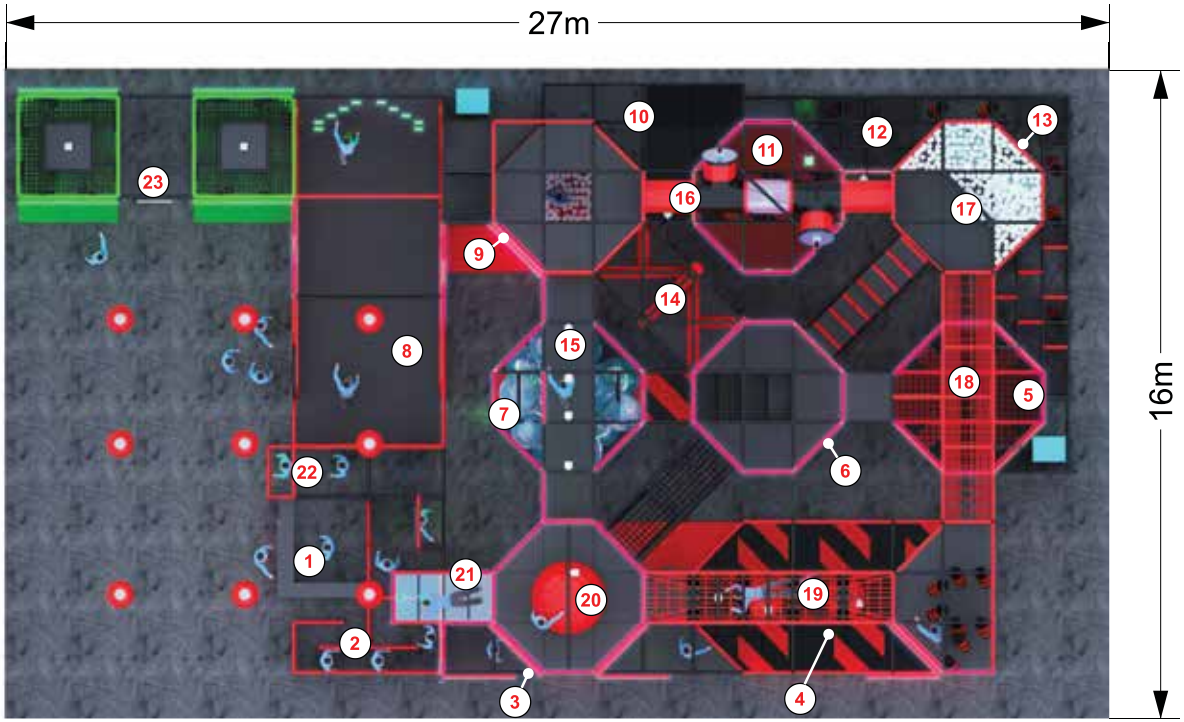
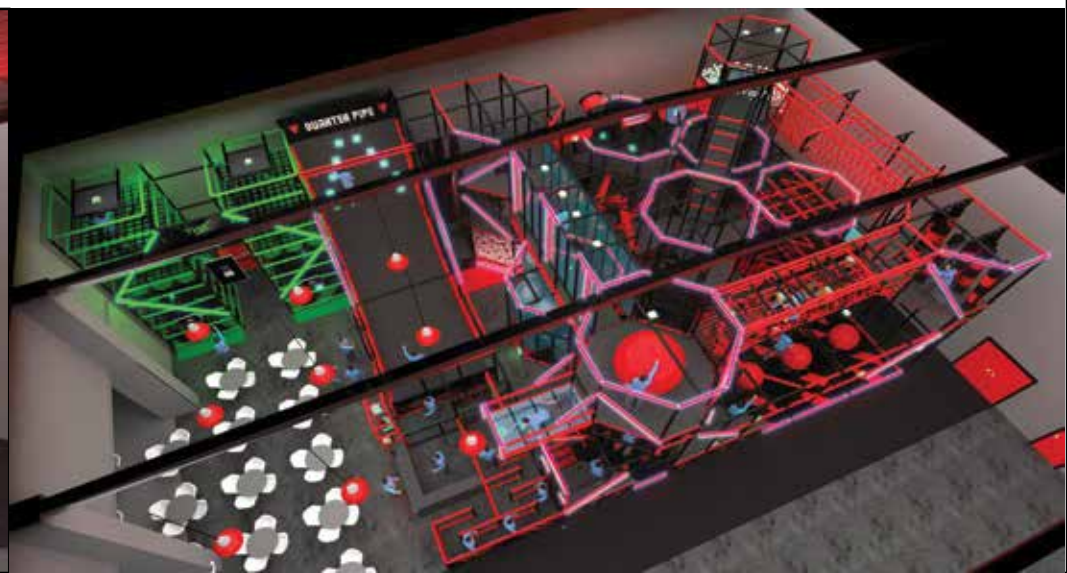
SINGLE ZONE TAG ARENA
OPTION 2



CAPACITY :	90 Players
UNIQUE EVENTS :	21
TRANSPONDERS :	160
SQ/M :	432
HEIGHT REQUIRED :	8m
ZONES :	1 ZONE
	Briefing Area
	Reception Desk
	2 Cyber Towers
SCOREBOARDS :	4
ADMIN COMPUTERS :	2

Reception Desk	1
Entrance Line	2
Sea of Ropes	3
Giant Ballhop	4
Web Maze Climber	5
Punch Bag Zone	6
Giant Ball Room	7
2 Lane Qpipe	8
Illuminated Ballpool	9
Cave Crawl	10
Climb Wall Tower	11
Clear / Mirror Maze	12
Rope Climb Tower	13
Pugil Stick Zone	14
Spider Wall	15
Tube Crawl	16
Elevated Ballpool	17
Swinging Burma Bridge	18
Rope Crawl Tunnel	19
Mega Ballroom	20
Clear Lean Out	21
Exit Area	22
Dual Cyber Towers	23



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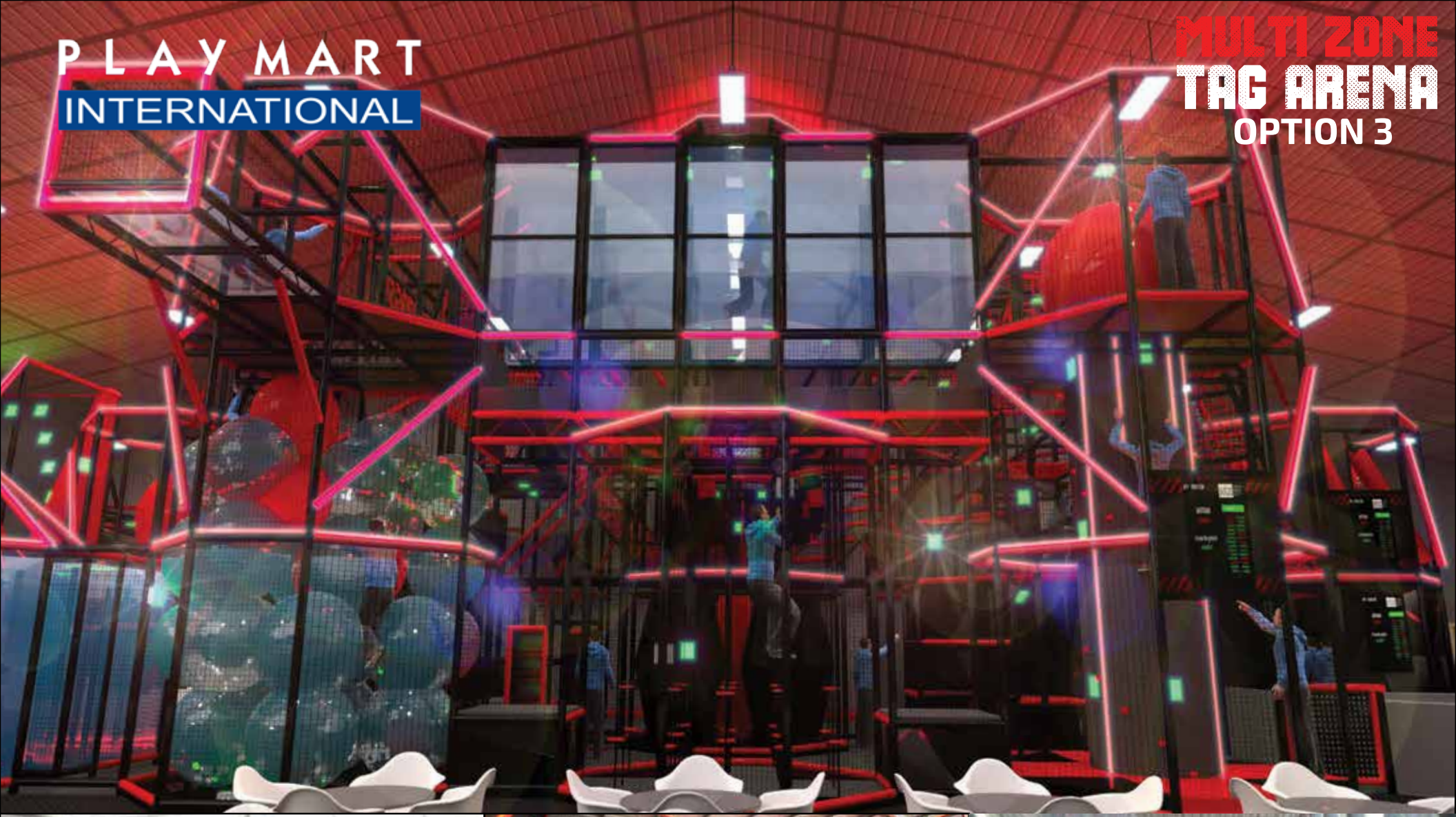
MULTI ZONE
TAG ARENA
OPTION 3



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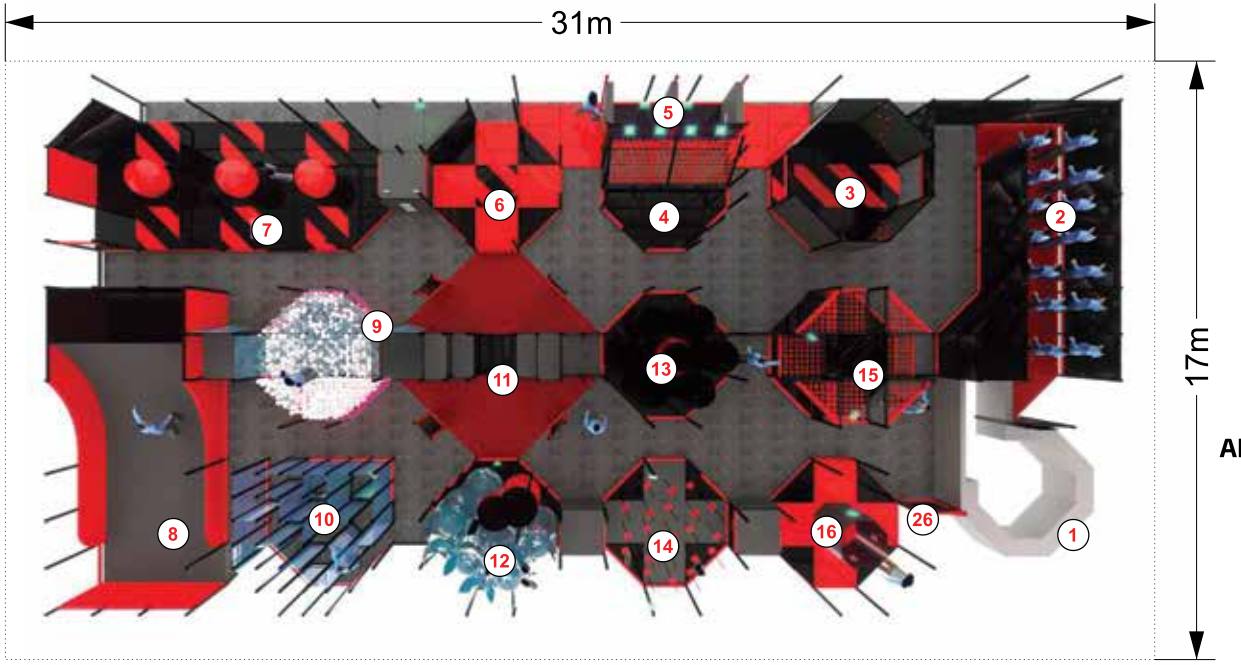
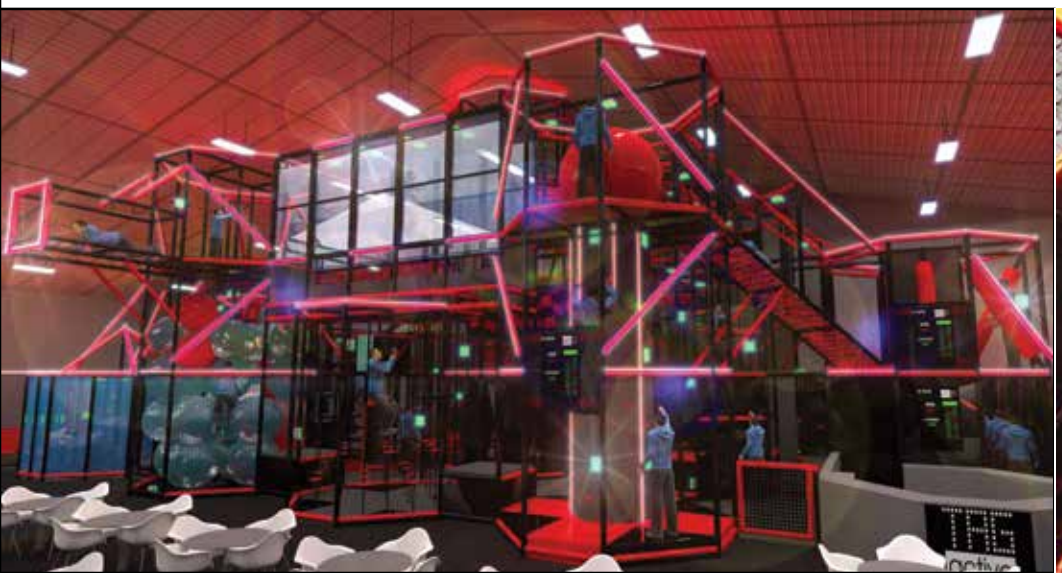
MULTI ZONE TAG ARENA
OPTION 3

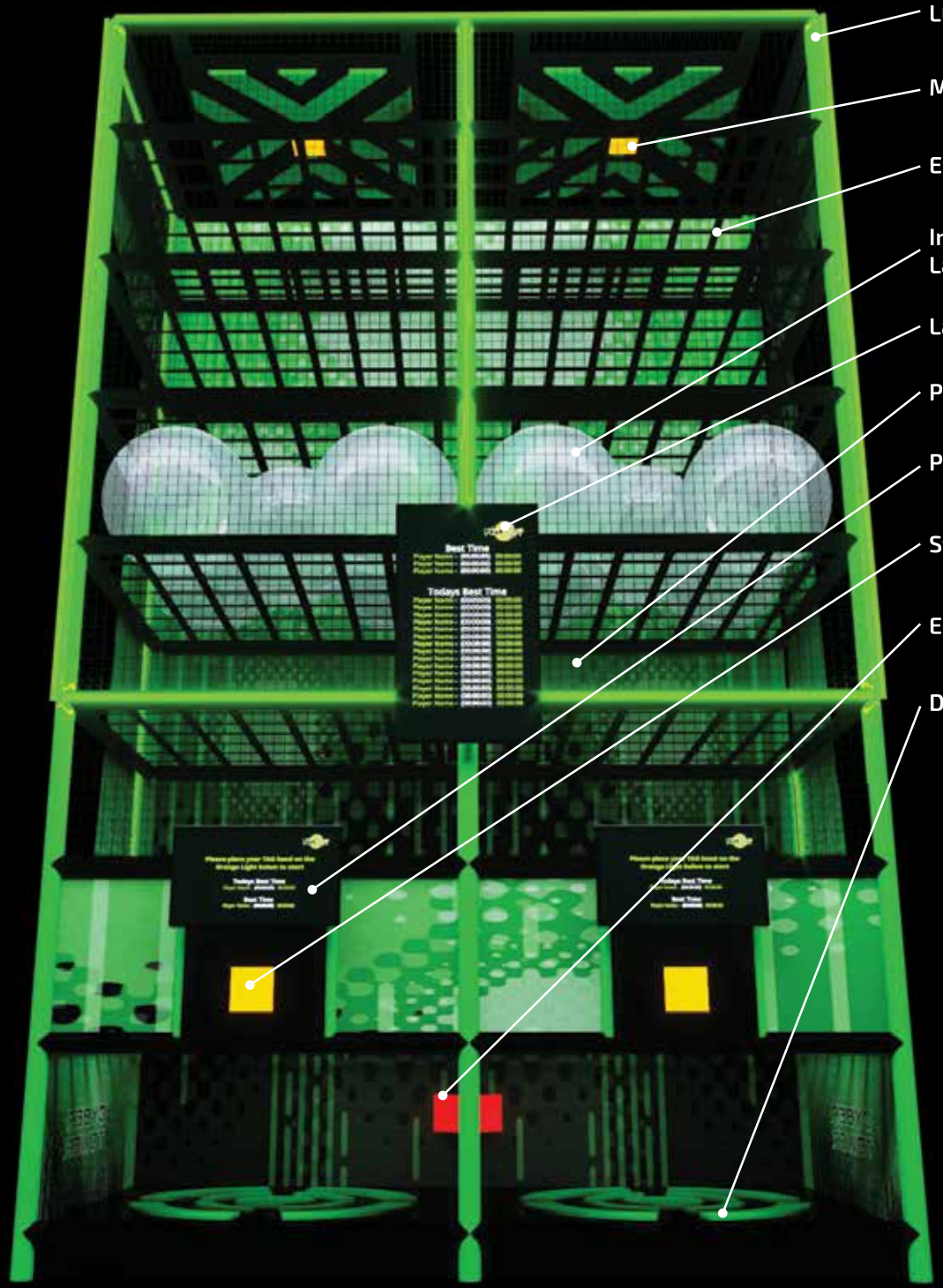


CAPACITY :	160 Players
UNIQUE EVENTS :	25
TRANSPONDERS :	200
SQ/M :	527
HEIGHT REQUIRED :	10m
ZONES :	3 ZONE
	2 Rest Areas
	Briefing Room
	Reception Desk
SCOREBOARDS :	4
ADMIN COMPUTERS :	2

Reception Desk	1
Briefing Room	2
Climb Wall Tower	3
Angled Cargo Climb	4
Triple Wall Jump	5
Rope Climb Tower	6
Giant Ballhop	7
2 Lane Qpipe	8
Illuminated Ballpool	9
Clear / Mirror Maze	10
Rest Zones	11
Giant Ball Rooms	12
Cone Zone	13
Sea of Ropes	14
Web Climb Maze	15
Hex Climb Tower	16
Upper level events	17-25
Exit Gate	26

This structure is designed over 3 levels up to 10m high, please request a full presentation for details of the whole structure and events.





CYBER TOWER

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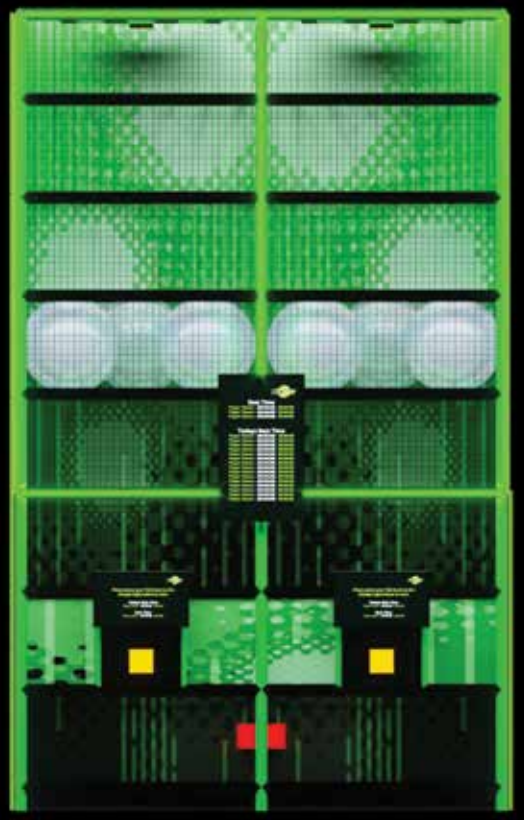
TAGactive® Dual Cyber Towers are timed web maze climb towers.
The designs feature two separate towers side by side with start, mid and end beacons.
Game instructions, previous and best scores are displayed on the large TV screen for each tower.
The TAGactive® Cyber Towers associate all players scoring history with their account via their RFID wristband. Players receive split and total times for their attempts.
A large TV scoreboard displays the tower best times and all the times from the days use. Cyber towers are fully automated and do not require constant staffing. Age = 8+

Footprint Available
1.83m x 3.66m

Heights Available
6.95m (8 level)
6.2m (7 level)
5.45m (6 level)
4.7m (5 level)



Front View

Tower 1 Tower 2

Plan View

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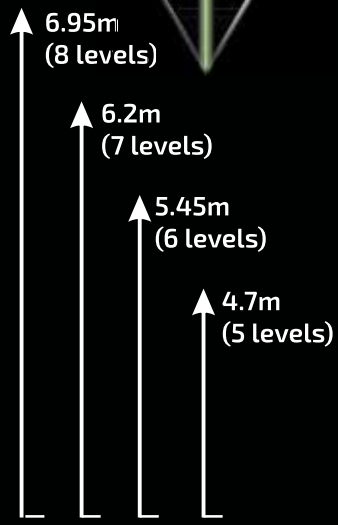
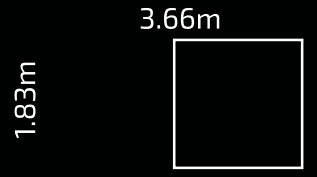
CYBER TOWER



HEIGHTS AVAILABLE

X

FOOTPRINT AVAILABLE



Cyber Tower Options

- Frame Padding Colour -
- Lighting Tubes Colour -
- Printed Drapes -
- TAGactive technology or standard timers -

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AERIAL
ASSAULT

WHAT IS A TAGactive® AERIAL ASSAULT WALL

Aerial Assault wall is a gamified obstacle wall system with a foam pit fall area. The wall has numerous dynamic obstacles to climb on or over in order to reach the illuminated beacons and score points via player RFID wristbands. The wall is time limited and permits numerous players on the wall at one time.

HOW DOES IT WORK - AERIAL ASSAULT WALL

The wall is constantly live, permitting players to self register at the start computer screen.

The screen will display a players and the walls best scores and count them into their start (we stagger players start times for safety).

When directed a player can start their attempt.

SAMPLE DESIGN - FLIPOUT

DYNAMIC OBSTACLES

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MODULAR UNITS CAN BE CONFIGURED TO FIT SPACE AVAILABLE
THE DESIGN CAN ALSO INCORPORATE 90 DEG BENDS

AERIAL ASSAULT

START SECTION

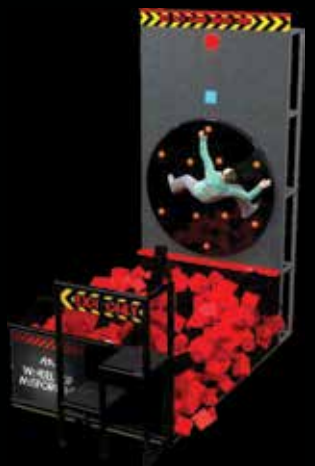
END SECTION

BOX ELEVATOR

DOWNFALL

WALL PUSH

THE UFO'S

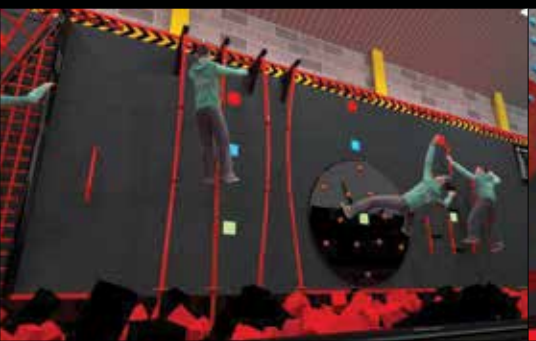


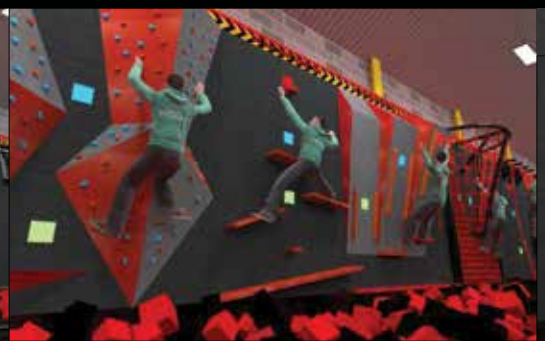
WHEEL OF MISFORTUNE

HANG TOUGH

THE BOULDER

CONE OF SHAME





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Play Mart International
361 Tsarigradsko shose blvd.
www.playmart.eu
sales@playmart.eu
+359 2 49 42 735
+359 894 383 640