



# TAG ACTIVE CYBER TOWER





With our own factories in  
North America, Europe and Asia,  
we are always close to our clients.



Play Mart International is one of the most recognizable brands for Family Entertainment Centers, indoor playgrounds and trampoline parks in Europe. We have more than **20 years of experience** in design, manufacturing, installation and maintenance of equipment for FECs.

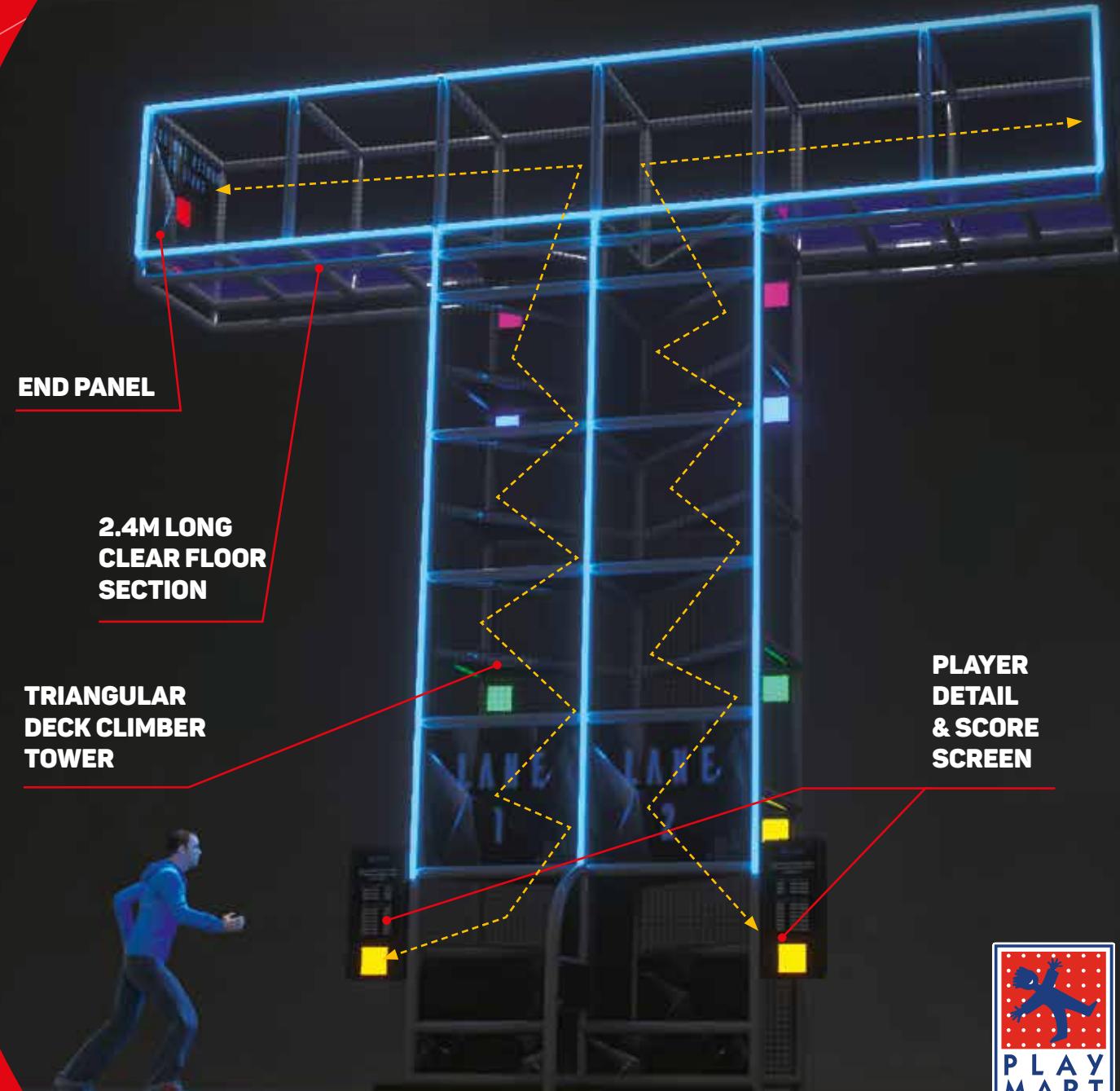
Play Mart International is part of the iPlayCo Group of Companies, a leading manufacturer of safe, fun play structures enjoyed by children, teenagers and adults having over **4000 installations in 85 countries**.

# THE 'BIG T' DUAL CLIMB TOWER

2 Lane triangular deck climber tower with long clear foot lean out section.

Beacons tagged on way up and down with gamification kit.

Height	7.5 m
Depth	1.22 m
Width	7 .32 m



# STAGGERED CLIMBING WALL TOWER

## STANDARD BACK

Climbing wall sections with **timber back**. The climbing sections are staggered (left & right) with elevated decks to minimise the fall potential from any section.

Beacons tagged on way up and down with gamification kit.

Height	6.4 m
Depth	1.22 m
Width	2.44 m

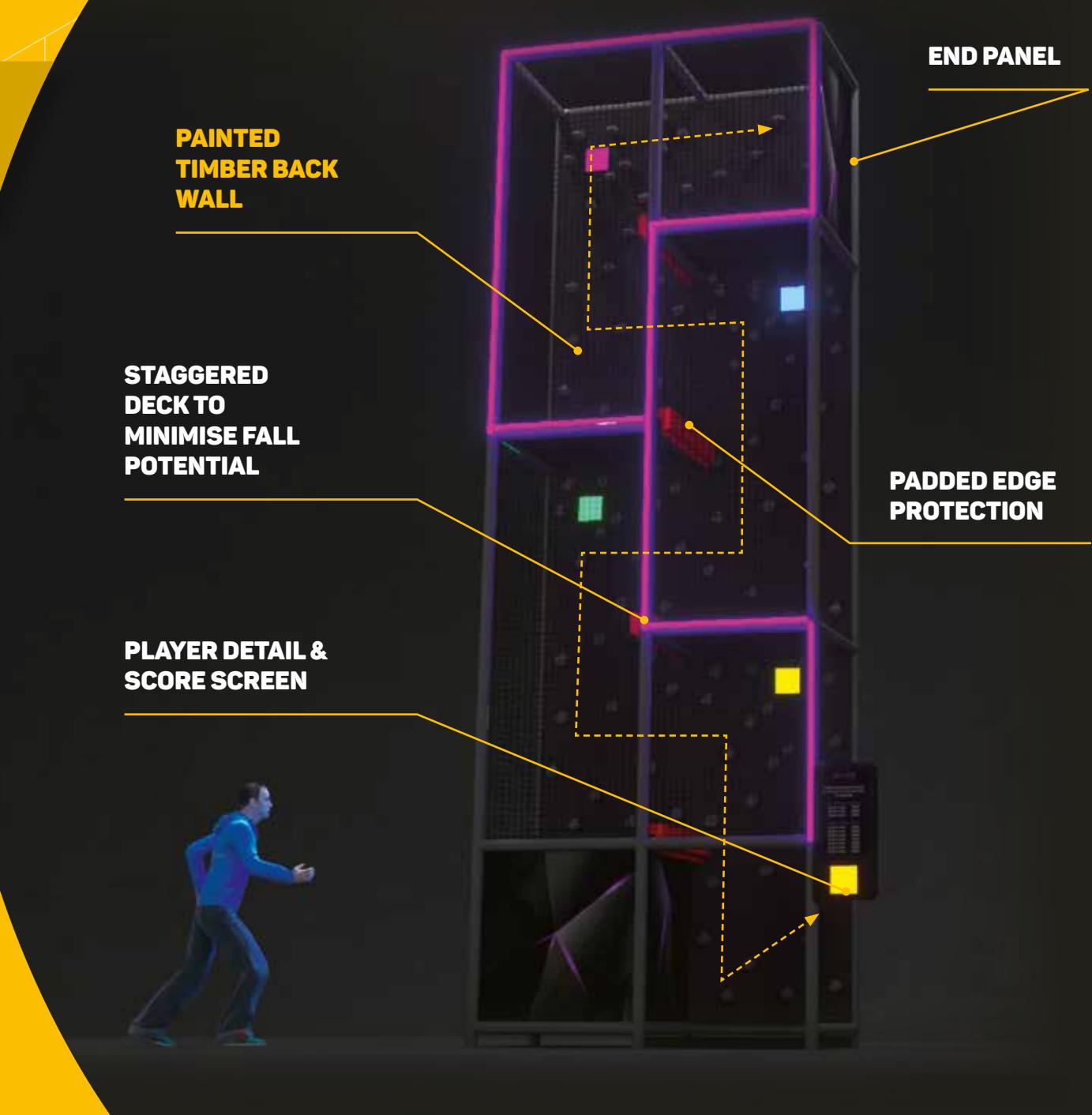
## PAINTED TIMBER BACK WALL

## STAGGERED DECK TO MINIMISE FALL POTENTIAL

## PLAYER DETAIL & SCORE SCREEN

END PANEL

PADDED EDGE PROTECTION



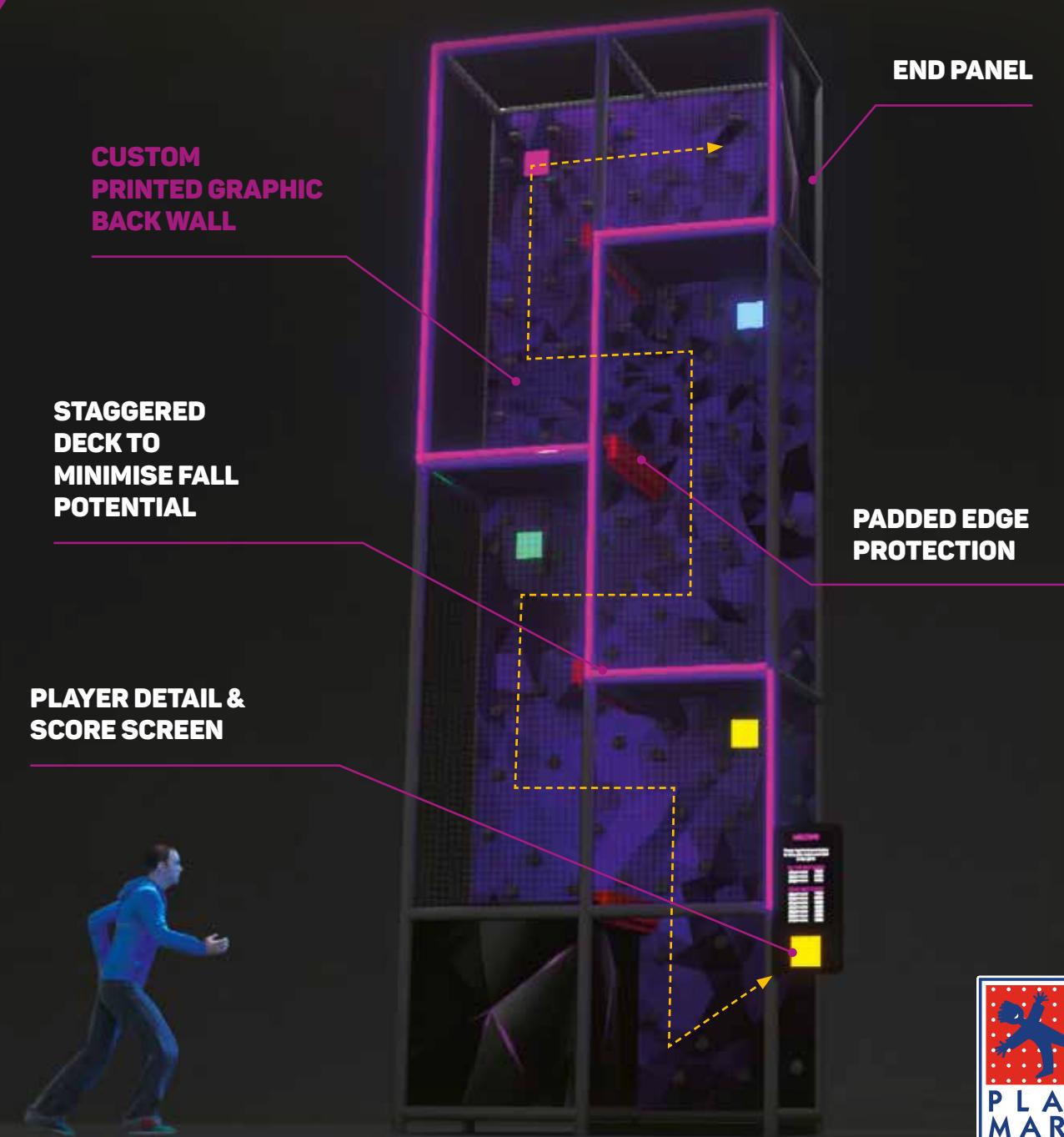
# STAGGERED CLIMBING WALL TOWER

## GRAPHIC BACK

Climbing wall sections with **custom printed timber back**. The climbing sections are staggered (left & right) with elevated decks to minimise the fall potential from any section.

Beacons tagged on way up and down with gamification kit.

Height	6.4 m
Depth	1.22 m
Width	2.44 m



# STAGGERED CLIMBING WALL TOWER

## CLEAR POLYCARBONATE BACK

Climbing wall sections with **clear polycarbonate back wall**. The climbing sections are staggered (left & right) with elevated decks to minimise the fall potential from any section.

Beacons tagged on way up and down with gamification kit.

Height	6.4 m
Depth	1.22 m
Width	2.44 m

## CLEAR POLYCARBONATE BACK WALL

## STAGGERED DECK TO MINIMISE FALL POTENTIAL

## PLAYER DETAIL & SCORE SCREEN

END PANEL

PADDED EDGE PROTECTION



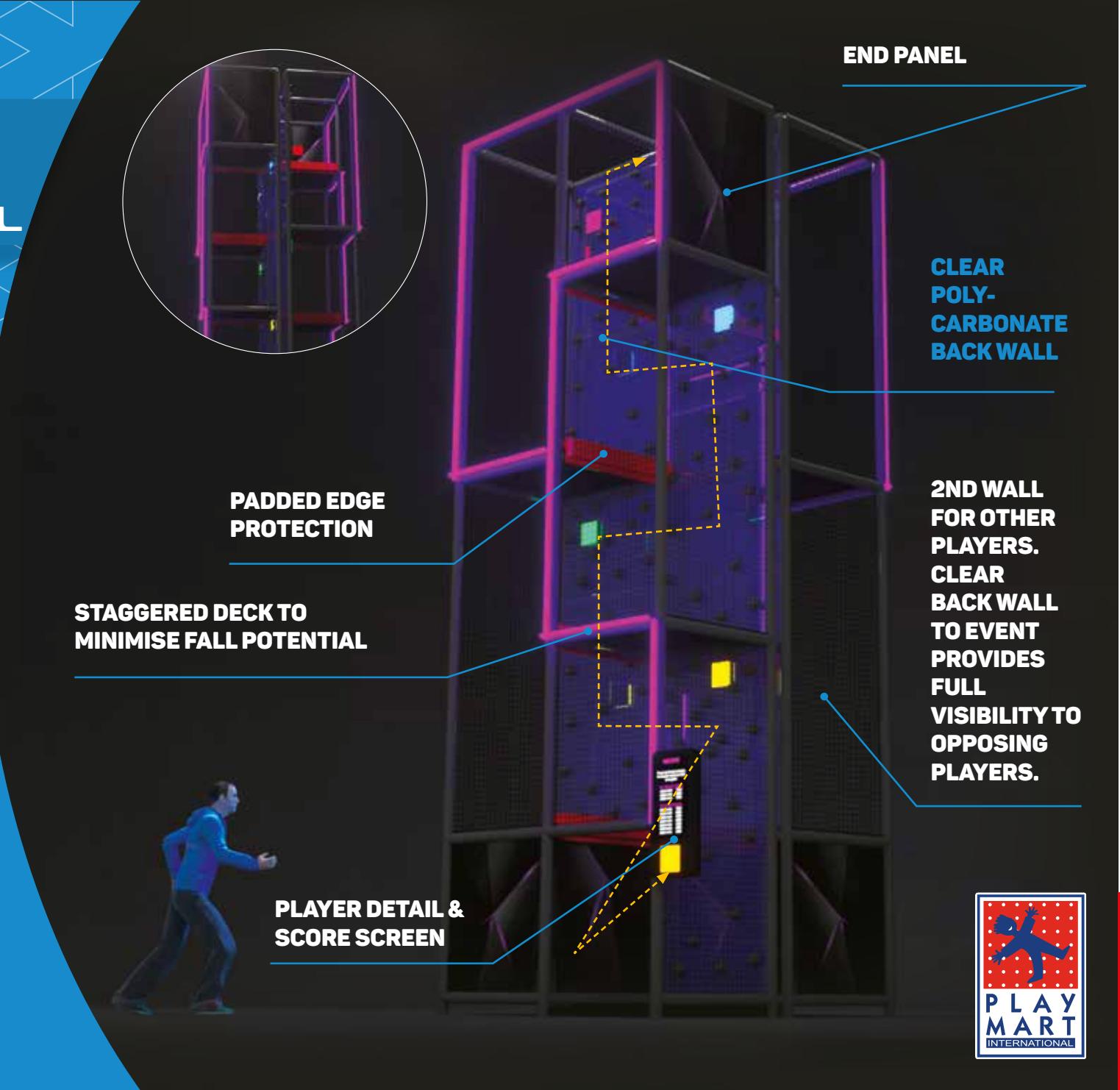
# DOUBLE STAGGERED CLIMBING WALL

## CLIMBING TOWER WITH CLEAR WALLS

Climbing wall sections with **clear polycarbonate back wall**. The climbing sections are staggered (left & right) with elevated decks to minimise the fall potential from any section.

Beacons tagged on way up and down with gamification kit.

Height	6.4 m
Depth	1.22 m
Width	2.44 m



# WEDGE CLIMB TOWER

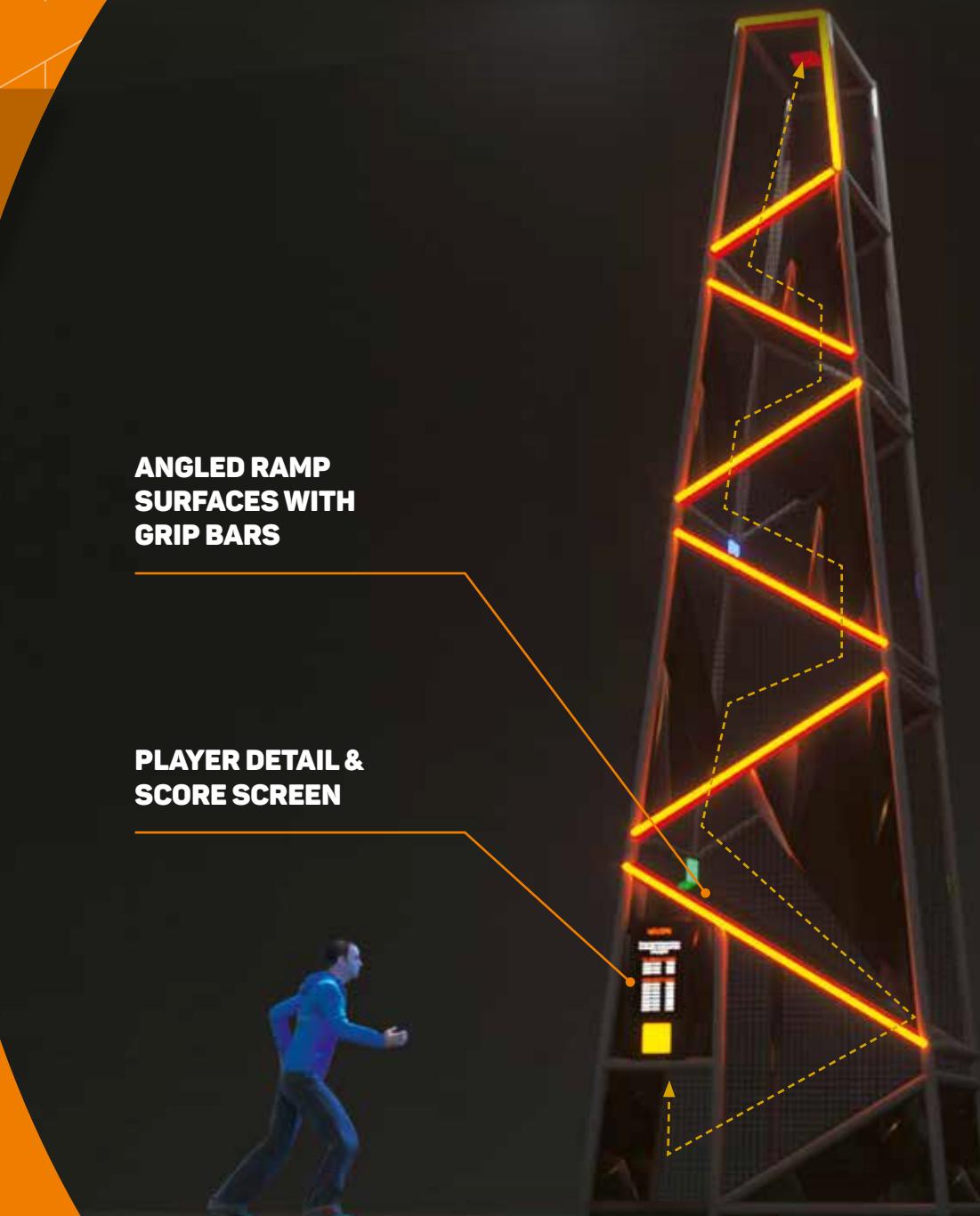
A series of ramps elevating players up to the top of the tower and back down again. The length of the ramps is reduced as the players climb up.

Beacons tagged on way up and down with gamification kit.

Height	8.4 m
Depth	1.22 m
Width	2.44 m

## ANGLED RAMP SURFACES WITH GRIP BARS

## PLAYER DETAIL & SCORE SCREEN



## DUAL WEDGE CLIMB TOWER

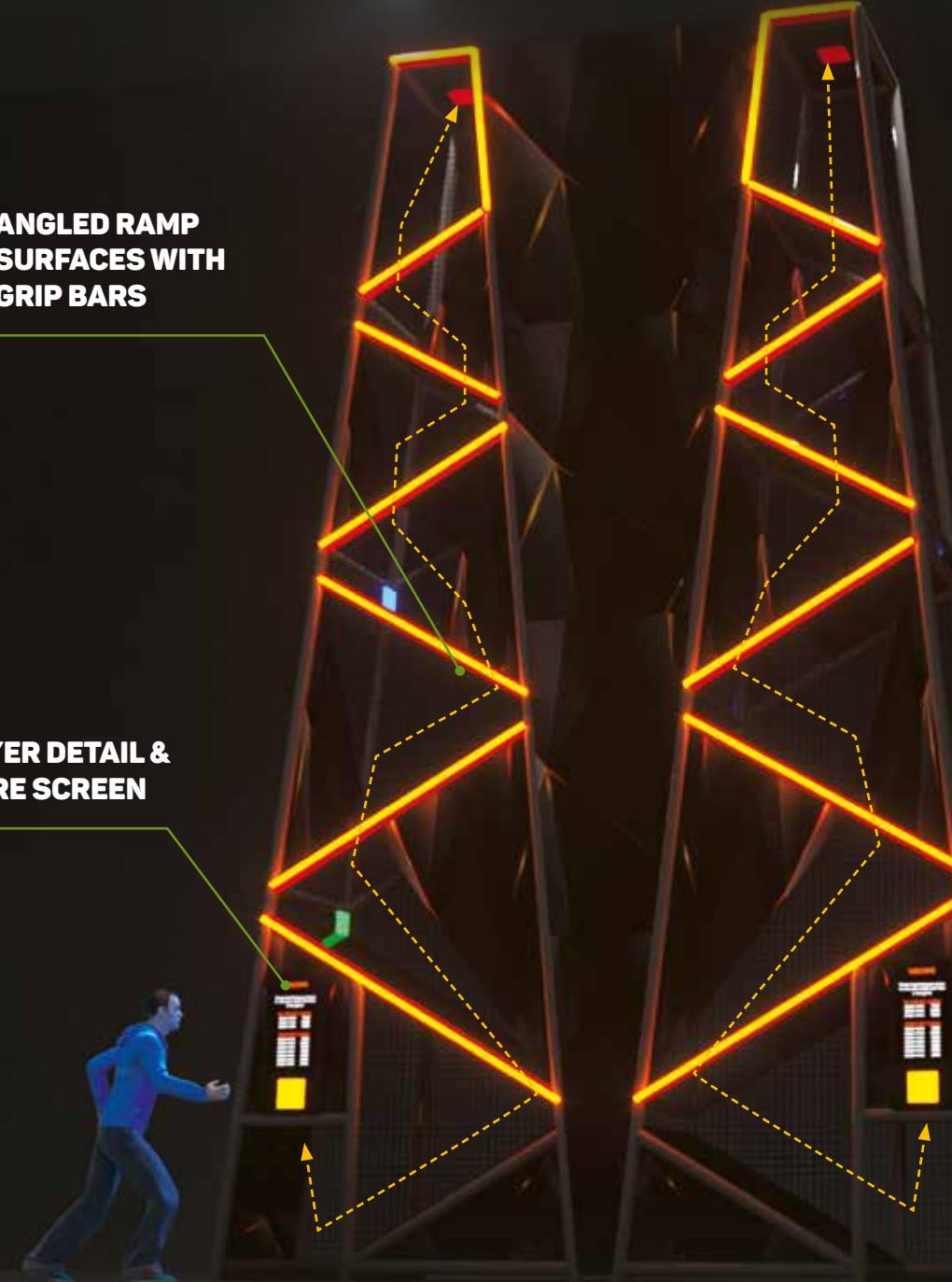
A series of ramps elevating players up to the top of the tower and back down again. The length of the ramps is reduced as the players climb up.

Beacons tagged on way up and down with gamification kit.

Height	8.4 m
Depth	1.22 m
Width	2.44 m

### ANGLED RAMP SURFACES WITH GRIP BARS

### PLAYER DETAIL & SCORE SCREEN



# ROPE CLIMB TOWER

## WITH REAR STEPPED DESCENT

Enclosed tower with a series of staggered rope climbs through holes in decks. This enables players to climb the full height of the tower in a staggered (left/right) manner so that the height of fall potential is reduced. Exit to the event is via a set of staggered decks at the rear of the event (with transponders) this is to prevent any potential injury from descending through the front section.

Beacons tagged on way up and down with gamification kit.

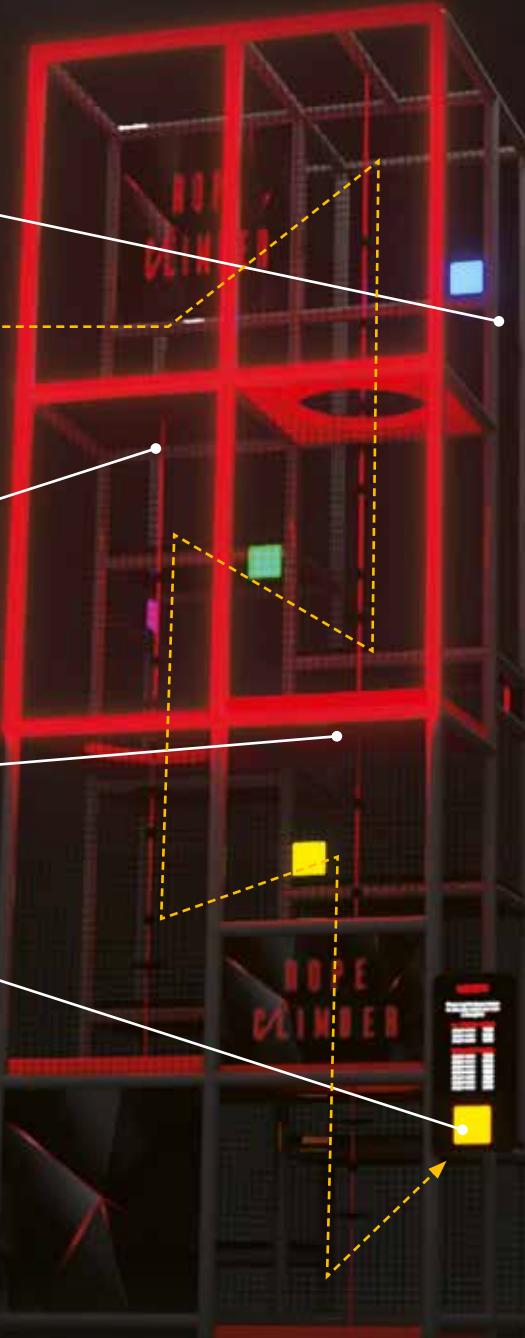
Height	7.5 m
Depth	1.22 m
Width	2.44 m

**REAR STAGGERED DECK CLIMB SECTION (WITH TRANSPONDERS) TO EXIT THE EVENT.**

**CLIMB ROPES WITH PLASTIC CLIMBING KNOTS**

**STAGGERED DECK TO MINIMISE FALL POTENTIAL**

**PLAYER DETAIL & SCORE SCREEN**



## DUAL ROPE CLIMB TUNNELS

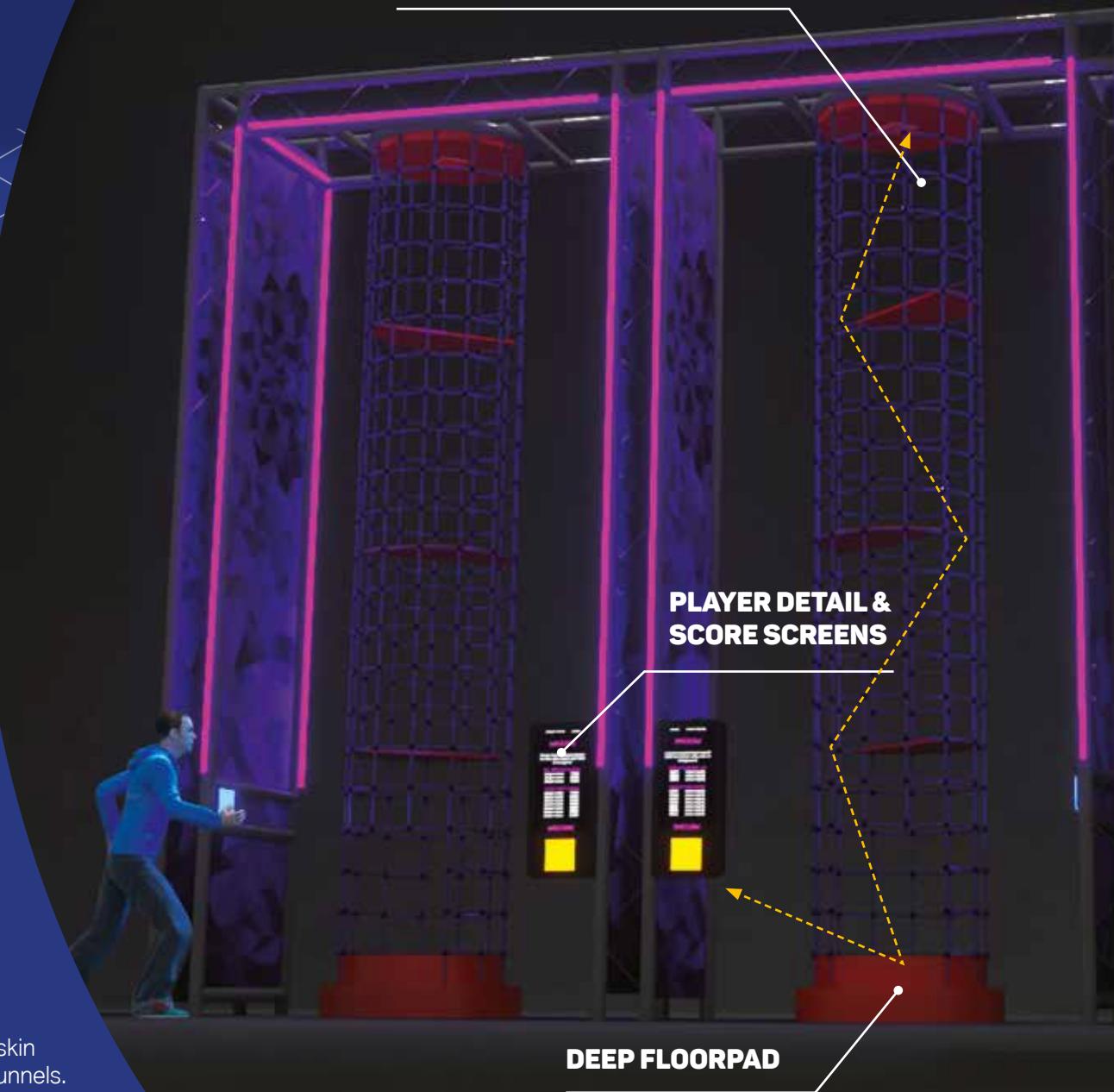
Two identical cylindrical rope climb tunnels with staggered platforms to minimise fall height potential from within the tunnel.

This is a Start / Split / Stop timer system and not gamified kit

Height	6 m
Depth	1.22 m
Width	2.44 m

Not illustrated but the towers will have an external skin fine net to prevent climbing up the outside of the tunnels.

### ROPE CLIMB TUNNEL WITH STAGGERED PLATFORM TO MINIMISE FALL POTENTIAL



# SPIRAL NET CLIMB TOWER

Spiral cargo net flooring on which players must navigate over and up the tower, tagging the beacons as they progress.

Beacons tagged on way up and down with gamification kit.

Height	6 m
Depth	2.44 m
Width	2.44 m



## DOUBLE SPIRAL NET CLIMB TOWER

Two Spiral cargo net flooring on which players must navigate over and up the tower, tagging the beacons as they progress.

Beacons tagged on way up and down with gamification kit.

Height	6 m
Depth	2.44 m
Width	4.88 m



### **What are Cyber Towers?**

Cyber Towers are fun, strategic and physical climbing challenges. Safe enclosed towers allow players to race to the top of the individually designed climbs collecting points along the way.

### **Where do I play?**

The towers may be grouped together to form a climb arena, or may be located separately around the park.

### **What is the objective?**

Each player will collect a score for their climb on each tower. The score is based on the speed they complete the climb to the top and the descent back down, but also on the number of points collected by hitting transponders on their journey. The more points captured and the speed in which the player completes the climb go together to provide their overall score

### **How do I collect points?**

Before entering the arena, each competitor is given a wristband specifically allocated to them. When the wristband comes into contact with a transponder the coloured lights on the transponder change to a green tick, this signifies that points have been collected. Each transponder has a different points value depending on how hard it is to reach.

### **How do I keep track of my score?**

Located at the entry and exit point of each tower will be a scoreboard, when you TAG to enter the climb, the scoreboard will display the current best scores within your contemporary group (based on age and gender) When you TAG to complete the climb your score will be displayed on the screen positioned on the outside of the tower.  
In an arena environment there may also be centralised scoreboards tracking your performance over all the climbs.

### **What happens if I can't make it to the top of the Cyber Tower?**

The further you travel and the faster you complete will obviously give you the highest scores. However, you will always receive a score no matter how high you climb and how many transponders you hit. Therefore, you will always post a result and be able to have another go to try and improve your score.

### **What is the maximum score I can achieve?**

There is no maximum score. You can always go a little bit faster and therefore post an even higher score next time.

### **How do I know if I won, or beat my friends?**

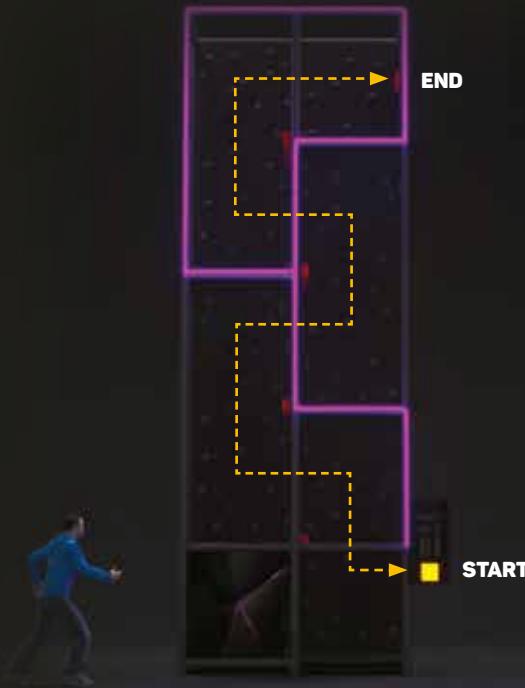
When you leave each wall there is a scoreboard which shows, the all-time best score, today's best score and the last few scores posted for that particular tower. If you are playing in a group by all using your wristbands to tag at the reception desk you will receive a list of just your group's scores.

### **What do I do with the wristband?**

The wristband is yours to keep, it's a symbol you completed and survived the Cyber Tower Challenge. The next time you visit the arena, it will recognise you and make it easier to check in. It will also keep track of any credits you have purchased in advance.

### **I love it and will come back to challenge my other friends and try to beat my own score, but are there any other games to play?**

New games will be introduced on to the Cyber Towers in the future, coming soon a strategy game where all the transponders are the same colour, so the players have to work out which ones to hit in order to collect the best score based on speed versus points! You will need brains and speed to win this one.



### **TIMER SYSTEM V1**

- Start / End actions.
- Personalised Leader Boards\*\*.
- Player History.
- Player / Event Analytics (visits, age, gender, time)



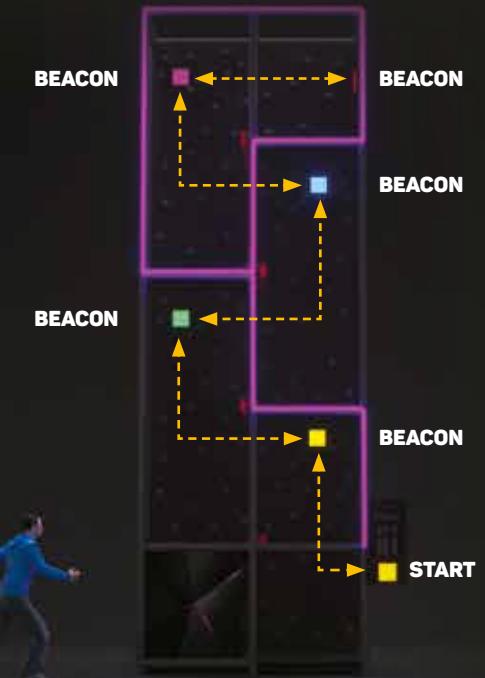
### **TIMER SYSTEM V2**

- Start / Mid / End actions.
- Personalised Leader Boards\*\* + Split Time.
- Player History.
- Player / Event Analytics (visits, age, gender, time)

#### **TAG active Gaming Algorithm**



\*\* Pending update will recognise players age and gender and only display the highest scores that match their personal metrics



### **GAMIFICATION KITS**

- Start / End actions.
- Gaming algorithm providing scalable transponder numbers and strategic game play.
- Algorithm encourages speedy play.
- Personalised Leader Boards.\*\*
- Player History.
- Player/ Event Analytics (visits, age, gender, time)





**IPLAYCO INC**  
North America  
Phone: +1 604 607 1111  
Email: sales@iplayco.com  
web: www.iplayco.com



**Play Mart International**  
European Operations  
Phone: +359 2 49 42 735  
Email: sales@playmart.eu  
web: www.playmart.eu



**IREC CORPORATION**  
Asian Operations  
Phone: +63 47 250 2799  
Email: sales@irec.ph  
web: www.irec.ph