



**INTERACTIVE
PLAY SURFACES
PLAY ON**

CLEVER. CREATIVE. COLLABORATIVE.

playtop[®]**street**
INTERACTIVE SURFACING

CREATIVE PLAY THAT'S MORE THAN JUST A CONCEPT...

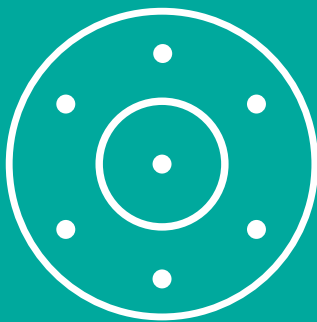
WE'RE STREETS AHEAD OF THE GAME

Playtop Street is a unique concept that interacts with the player and reacts to touch through light and sound.

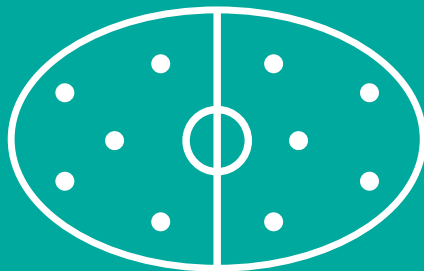
Clever. Creative. Collaborative.

The Playtop Street range is easy to learn and a fun challenge to master.

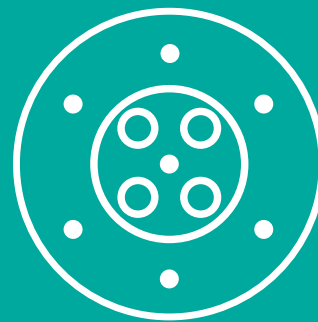
With a variety of exciting games designed to challenge as well as enhance co-ordination and collaborative play, this smart, fully accessible surface physically and mentally challenges individuals and teams.



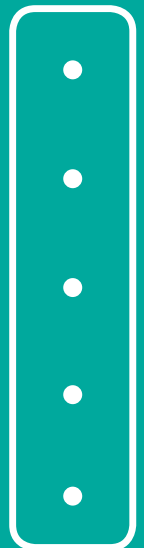
i-UFO



i-OVAL



i-CIRCLE



i-LANE

Made from wear-resistant, durable rubber and recycled sports shoes, Playtop Street is a shaped play area featuring satellites that create a series of colours and sounds when touched.

Whether you want to play with your feet, or your hands, Playtop Street is the ultimate play experience for ages 1 to 101.



HOW TO PLAY

1. Hit the satellite in the middle of the console to choose a game.

2. Play the games...

CHAOS TENNIS - SINGLES OR DOUBLES.

The first player/team to three points wins. Sometimes it takes more than two competing players to create a spirited atmosphere, and Chaos Tennis does just that. Playing in teams of two or more, the game tests players' reactions, spacial awareness, coordination and speed.

SPEED - ONE TEAM AT A TIME. Hit the most lights in 30 seconds. Unlike the other games, Speed is played one team at a time, making it the ultimate test of accuracy. Once a light is pressed, it won't relight until all active lights are extinguished – so players must navigate the whole play area to increase their score! Ideal for cooperative and competitive play.

WIPEOUT - TWO TEAMS, TWO COLOURS.

Hit the most lights in 30 seconds. The team version of Speed is a fast-paced phenomenon. Keeping an eye out for your own colours, jump, zip and bound past your opponents to hit as many of your lights as you can.

BATTLE - TWO TEAMS, 30 SECONDS. Hit the most lights in your own colour in 30 seconds – ideal for those who like a challenge. Fast-paced and involves quick thinking and good reaction speeds. An excellent short burst of exercise and ideal for teaching collaborative play while giving a cardio workout.





TENNIS - TWO TEAMS. The first team to three points wins. Players compete in sequence to reach satellites that light up in their team colour (and make a sound) - but with just three points to play for, this quick game promotes precision as well as rapid reflexes. Game set and match.



CHASER - TWO TEAMS, 30 SECONDS. Hit the most lights in your own half. This clever variation on Battle limits each team to their own half of the pitch rather than the full play area. As the satellites are closer to the players, the result is an energised game that's even quicker and tests players' spacial awareness as well as their reflexes.

Playtop Street is available

i-OVAL

Ideal for larger spaces, the classic shape provides 51m² of interactive play in a timeless sports pitch design. 10 satellites set across two halves mean players have more room to run, jump and play.



i-UFO

Perfect for adding an area of interest to playgrounds, the i-UFO offers an extra challenge with a large raised mound surrounded by lights. Imaginative and exciting, this is perfect for nurseries, primary schools or the more adventurous of installations.



in four exclusive shapes:



i-CIRCLE

A more concentrated version of the classic oval shape, the i-Circle design features four small raised domes set around a series of lights. This small play area packs a punch with four different games to experience and resting places in the middle.



i-LANE

This is ideal for smaller spaces or walkways as the compact i-Lane play area covers just 15m² but includes three games that are designed to offer fun, physical exercise and entertainment.



WHAT'S IT ALL ABOUT?

Interactive. Educational. Energising.

Playtop Street is an energising form of play and exercise that works the mind as well as the body using light and sound.

It encourages children and adults alike to collaborate, co-ordinate, solve tasks and develop teamwork whilst being physically active.

The interactive play surfacing takes the classroom outside. It's perfect for simultaneous learning and movement.

Children can work together using Playtop Street as a platform for

inventing new games and educational tools.

Challenge friends, challenge classmates - even challenge teachers. The games advance as you progress, meaning that as you learn and improve, so does your play experience - ensuring players are continuously challenged and energised.

Ideal for any age group or physical ability, our interactive surfacing is perfect for energetic children and active adults.







LET'S GET DOWN TO THE DETAILS

Playtop Street's innovative, interactive play areas not only promote energetic exercise, spacial awareness and coordination but they also have a number of other key benefits.

Technical information for
facility owners



CREATIVE PLAY THAT'S MORE THAN JUST A CONCEPT...

THE RANGE:

- Can be in any colour
- Can be personalised to incorporate any logo into the play surfacing, making it bespoke to your facility
- Uses 24v satellites – each has their own processor, so needs no central server
- Uses only 240v power supply, making it efficient to run
- Can be powered by solar or wind
- Are pre-programmed with games and can be updated with new games as they become available
- Is provided as a complete play area, including surface, satellites and installation.



For customised areas, please consult your local Playtop contact.



www.playtopstreet.com

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International Offices:

Playtop Licensing Ltd,
Jessop Way, Newark,
Nottinghamshire, NG24 2ER,
United Kingdom

Tel: +44 (0) 1636 642 461
info@playtop.com

Playtop Licensing Ltd,
Sverigesgade 16, 4
5000 Odense C,
Denmark

Tel: +45 66 11 42 82
contact@playtop.com



The Playtop product range includes:

- Impact Absorbing Play Surfacing
- Playground Spheres
- Walkways
- Interactive Surfacing
- 3D Rubber Animals

For more information visit
www.playtop.com