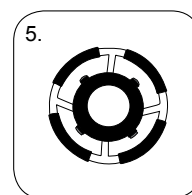
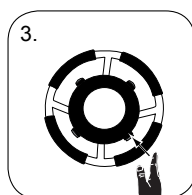
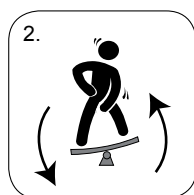


Let the games begin



Games

DIRECTION CORECTION

Speed and Coordination



- 1 player/team.
- The Game Controller screen shows a red cluster of lights rotating in a random direction and with a random speed.
- The player must match the speed of the red cluster of lights with a yellow dot.
- The yellow dot is controlled by the rotation of the Nova ring.
- When the yellow dot matches the red cluster, the red cluster turns green.
- Hold the yellow dot in the moving red cluster for 5 seconds to gain points.
- Game lasts for 90 seconds.

SPEED CHASER

Speed and Performance



- 1 player/team.
- The player has to turn the Nova wheel as fast as possible.
- Speed and RPM (rotation per minute) is shown on the Game controller screen.
- The fastest speed achieved is the final score.
- Game lasts for 30 seconds.

TUG OF TIME

Speed and Teamwork



- 1 player/team.
- The Game Controller points to a direction with an arrow.
- Turn the Nova ring to move a green dot on the Game Controller.
- The player must now match the green dots position with the position of the Game Controllers arrow.
- After a match the player will gain a point and the Game Controller will choose a new random direction.
- Game lasts for 60 seconds.

