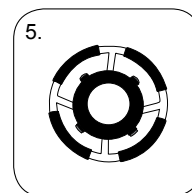
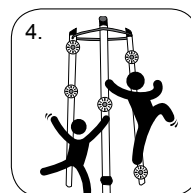
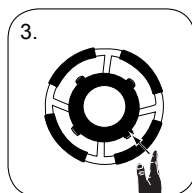
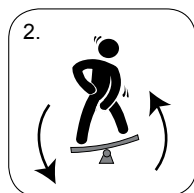


Let the games begin



## Games

### CAPTURE

Agility and Strategy



- 2 players/teams.
- The two towers will light up, one with red Nodes and one with blue.
- The players divided in two teams must defend their colored Nodes and capture the other team's Nodes.
- Hit the Nodes to convert the opposing team's colored Nodes to your own.
- The winner is the one with the most colors on the structure when the game is over.
- Game lasts for 60 seconds.

### COLOR CATCH

Agility and Speed



- 1 to 7 players/teams.
- Choose a color.
- Chase your color around the structure and hit the colored Node to capture the point.
- A new Node will light up in your color as you catch the Nodes.
- 10 points lead to a victory.

### BOUNCE

Agility and Memory



- 1 player/team.
- The structure will show the location of 3 water balloons for 2 seconds.
- The player must remember those locations and avoid them.
- If a water balloon is hit it will explode and the other water balloons will explode revealing their location for 1 second.
- See how many flying balloons that are left on the Game Controller screen, and bounce them on the Space structure.
- 3 water balloon explosions and the player lose.

### PUMP IT

Agility and Teamwork



- 1 player/team.
- Rock from side to side on the Game Controller Surfboard to charge the Nodes.
- When the Nodes turn green you must run to hit them before they turn off.
- The time span will get shorter between charges.
- Player must pump the Surfboard to recharge the Nodes when the time runs out.
- The game ends when the total time runs out after 4 pump cycles.

