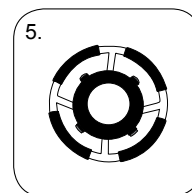
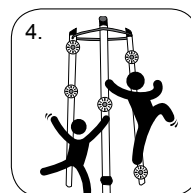
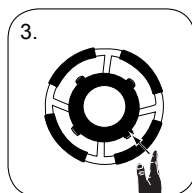
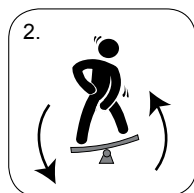


Let the games begin



## Games

### DYNAMO

Performance and Speed



- 1 to 3 players/teams.
- Twirl on the spinners to charge the Nodes from the bottom and up.
- Each player has a dedicated color and set of Nodes.
- The charged Nodes will start blinking.
- Hitting all of the charged Nodes will result in the players winning the round and changing the game around.
- The player must now change to a new spinner and set of Nodes.
- Keep charging all the Nodes and hit them.
- The first player that wins three rounds wins the game.

### 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.

### SPIN'N'CATCH

Performance and Agility



- 1-3 players/teams.
- Choose a color.
- Turn the spinners to charge a colored Node; each color is dedicated to a spinner.
- Find and hit the colored Node for a point.
- A new Node will light up in your color, as you catch the Nodes.
- 10 points lead to a victory.

