



Size: 60'-0" x 44'-0" x 23'-2" (18.29m x 13.41m x 7.06m)
Capacity: Ballocity: 250 Persons/Hr. Ropes Course: 170 Persons

Date: September 30, 2011
Designer: JH
Acc't Exec: GA

In/Outdoor: Indoor
Ceiling Height: 30'-0" (9.14 m)
Location: USA



FOR CONSTRUCTION
JANUARY 12, 2012

Owner to verify dimensions
prior to fabrication of equipment.
Please sign and return to
Prime Play upon approval.

Date : _____
Signature : _____

ALL IDEAS, INTELLECTUAL PROPERTY, DESIGNS, ARRANGEMENTS AND PLANS INDICATED OR REPRESENTED BY THIS DRAWING ARE OWNED BY AND THE PROPERTY OF PRIME PLAY SYSTEMS AND WERE CREATED, EVOLVED AND DEVELOPED BY PRIME PLAY SYSTEMS IN CONNECTION WITH THE SPECIFIC PROJECT. NONE OF SUCH IDEAS, DESIGNS, ARRANGEMENTS OR PLANS, SHALL BE USED BY OR DISCLOSED TO ANY PERSON, FIRM OR CORPORATION FOR ANY PURPOSE WHATSOEVER WITHOUT WRITTEN PERMISSION OF PRIME PLAY SYSTEMS. ANY VIOLATIONS OF THESE DRAWINGS SHALL HAVE PRECEDENCE OVER SCALED DIMENSIONS. CONTRACTORS SHALL VERIFY AND BE RESPONSIBLE FOR ALL DIMENSIONS AND CONDITIONS ON THE JOB AND THE OFFICE MUST BE NOTIFIED OF ANY VARIATIONS FROM THE DIMENSIONS AND CONDITIONS SHOWN BY THESE DRAWINGS.

[illegible]

A	JAN/12/12	ISSUED FOR CONST
REV.	DATE	REVISION

<h1>THE WOW FACTORY</h1> <h2>RENDERING - SHEET 1 OF 3</h2>	
CEILING HEIGHT: 30'0" (9.14M)	CAPACITY: Balloycity:270 Kids/Hr. Ropes Course:170 Kids/Hr.
PLAYGROUND DIMENSIONS: (SIZE: 60' x 44' (18.3M x 13.4M) INDOOR HEIGHT: 23'-2" (7.06M) THEME: INDUSTRIAL LOCATION: USA STYLE: FEC REF. FILE: FOAM: TJFF	

SCALE: N. T. S.

DATE: JAN/12/12

DRAWN BY: JH	ACCT. EXEC.: SH
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REVISED BY:	REV. A
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SENIOR DESIGNER:
CAB

WW PROJECT NUMBER
PP 20916

DRAWING NUMBER:
200



Date: September 30, 2011
Designer: JH
Acc't Exec: GA

In/Outdoor: Indoor
Ceiling Height: 30'-0" (9.14 m)
Location: USA

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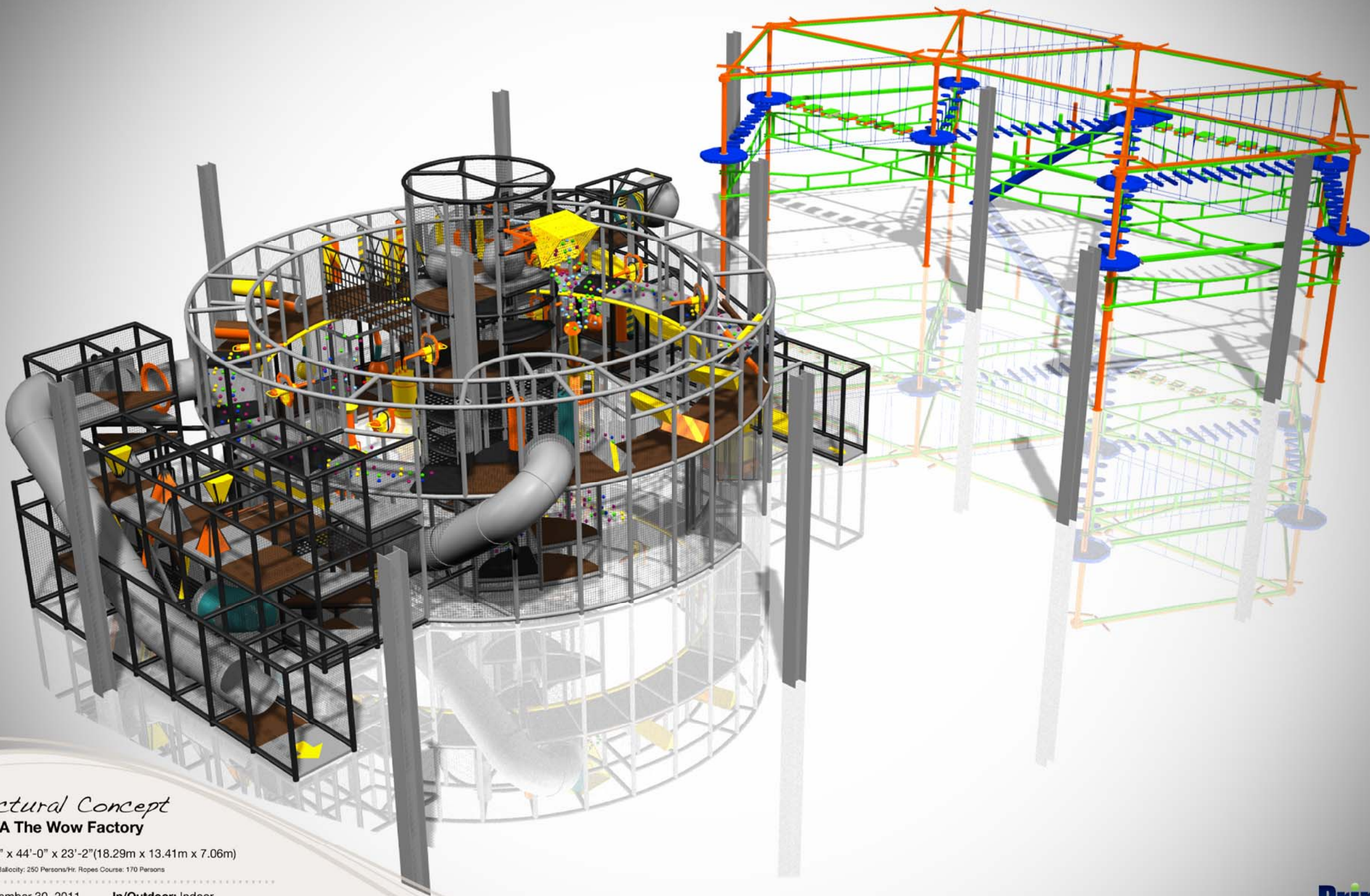
FOR CONSTRUCTION
JANUARY 12, 2012

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Structural Concept
20916 RA The Wow Factory

Size: 60'-0" x 44'-0" x 23'-2" (18.29m x 13.41m x 7.06m)
Capacity: Ballocity: 250 Persons/Hr. Ropes Course: 170 Persons

Date: September 30, 2011
Designer: JH
Acc't Exec: GA
In/Outdoor: Indoor
Ceiling Height: 30'-0" (9.14 m)
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THE WOW FACTORY RENDERING - SHEET 3 OF 3		CAPACITY: Ballocity: 270 Ktds/Hr. Ropes Course: 170 Ktds/Hr.
CEILING HEIGHT: 30' (9.14M)	PLAYGROUND DIMENSIONS: SIZE: 60' x 44' (18.3M x 13.4M) HEIGHT: 23'-2" (7.06M) LOCATION: USA REF. FILE:	IN/OUTDOOR: INDOOR THEME: INDUSTRIAL STYLE: FEC FOAM: TUFF
SCALE: N. T. S.		
DATE: JAN/12/12		
DRAWN BY: JH	ACCT. EXEC.: SH	REV. A
REVISED BY:		REV. A
SENIOR DESIGNER: CAB		
WW PROJECT NUMBER PP 20916		
DRAWING NUMBER: 202		

FOR CONSTRUCTION
JANUARY 12, 2012

Date : _____
Signature : _____

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REV.	DATE	REVISION

<h1>THE WOW FACTORY</h1> <h2>SITE PLAN</h2>		CAPACITY: Ballocity: 270 Kids/Hr. Ropes Course: 170 Kids/Hr.
CEILING HEIGHT: 30' (9.14M)	PLAYGROUND DIMENSIONS: SIZE: 60' x 44' (18.3M x 13.4M) HEIGHT: 23'-2" (7.06M) LOCATION: USA	
REF. FILE:		IN/OUTDOOR: INDOOR THEME: INDUSTRIAL STYLE: FEC FOAM: TUFF

SCALE: N. T. S.

DATE: JAN/12/12

DRAWN BY: JH	ACCT. EXEC.: SH
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REVISED BY:	REV. A
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SENIOR DESIGNER:
CAB

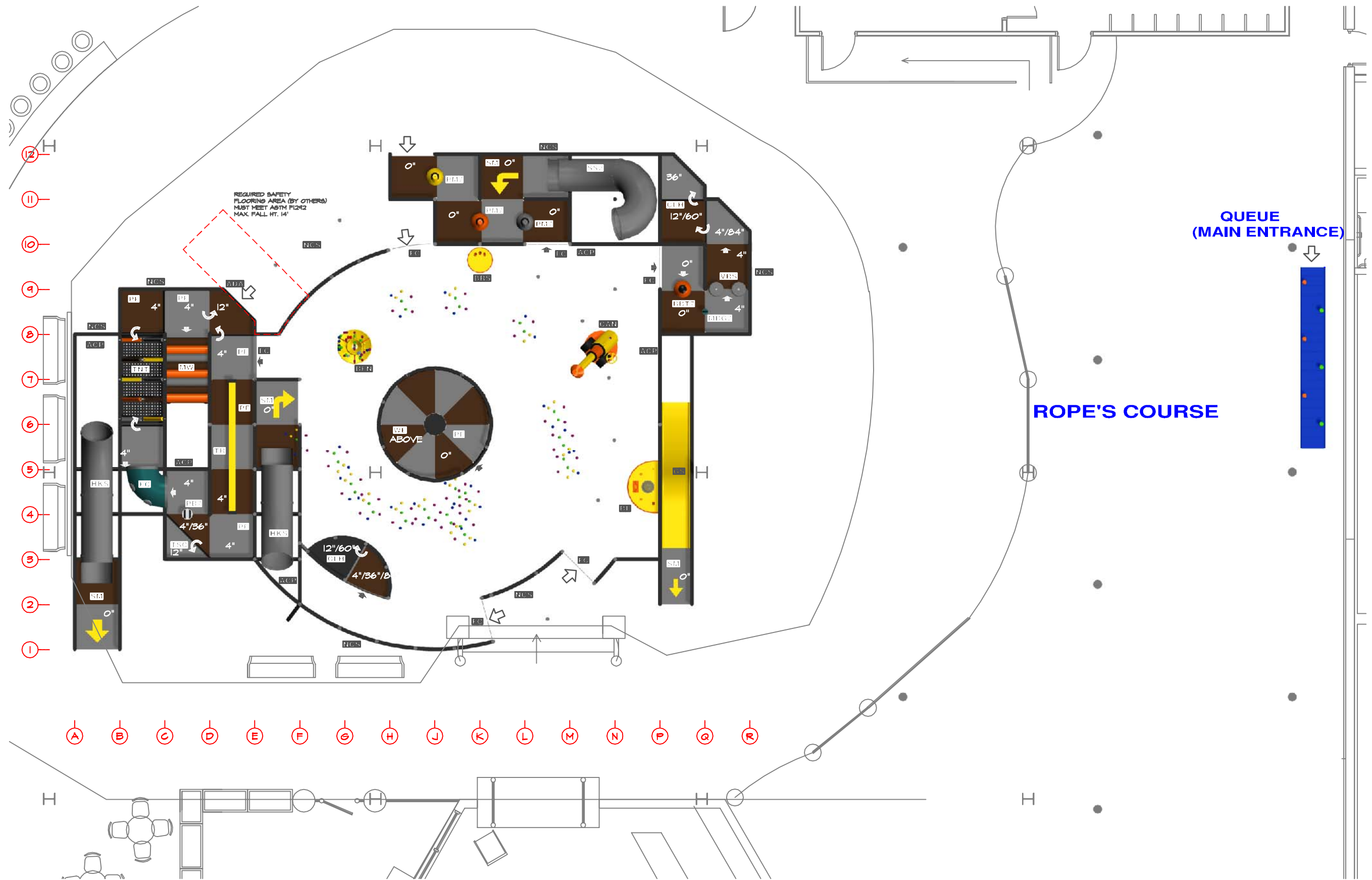
WW PROJECT NUMBER
PP 20916

DRAWING NUMBER:
203

FOR CONSTRUCTION

JANUARY 12, 2012

CLIENT TO VERIFY CEILING HEIGHT AND ALL RELEVANT DIMENSIONS



FIRST LEVEL (7'9") FLOOR PLAN

FOR CONSTRUCTION
JANUARY 12, 2012



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Owner to verify dimensions
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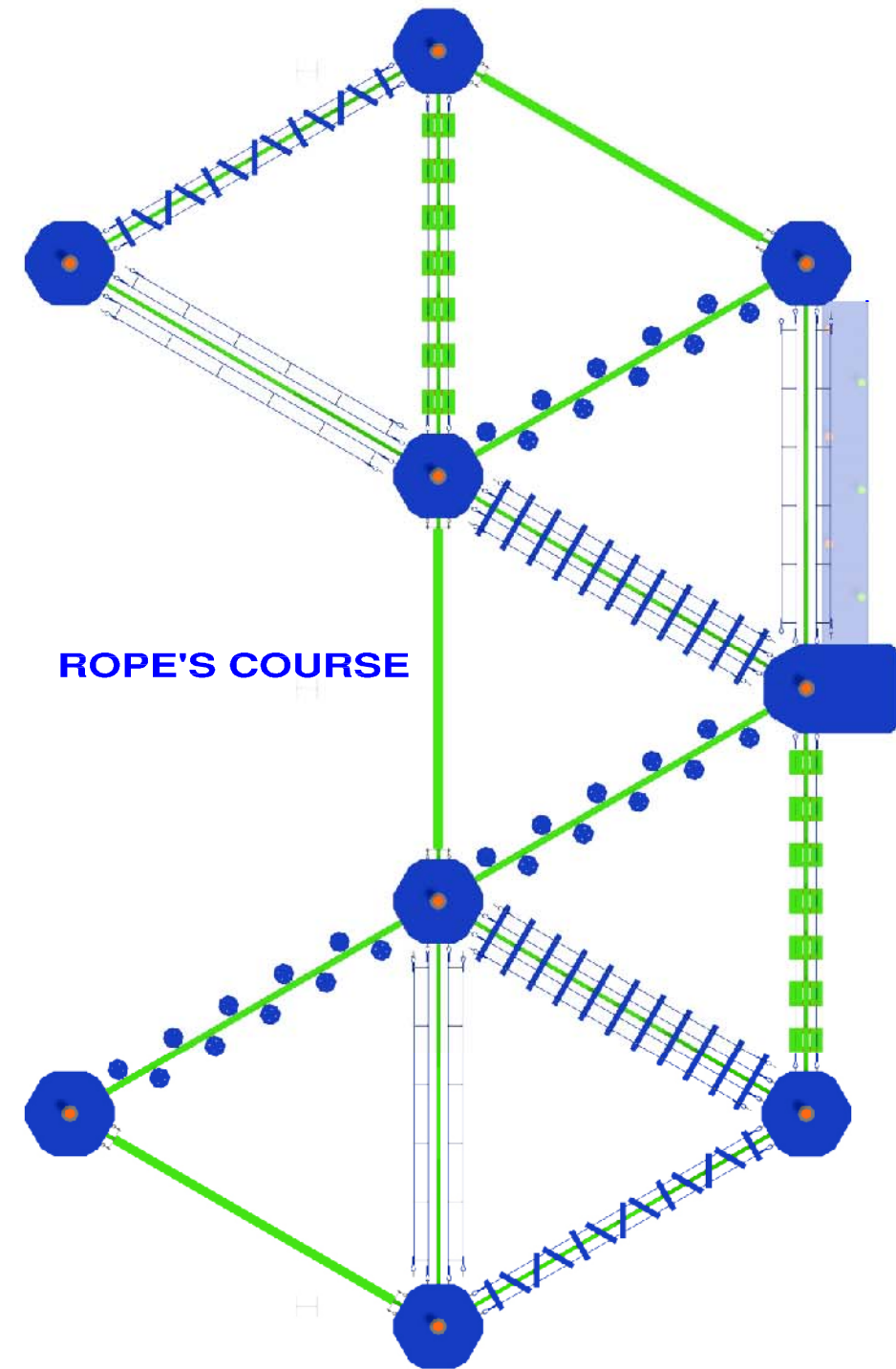
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[illegible]

Date : _____
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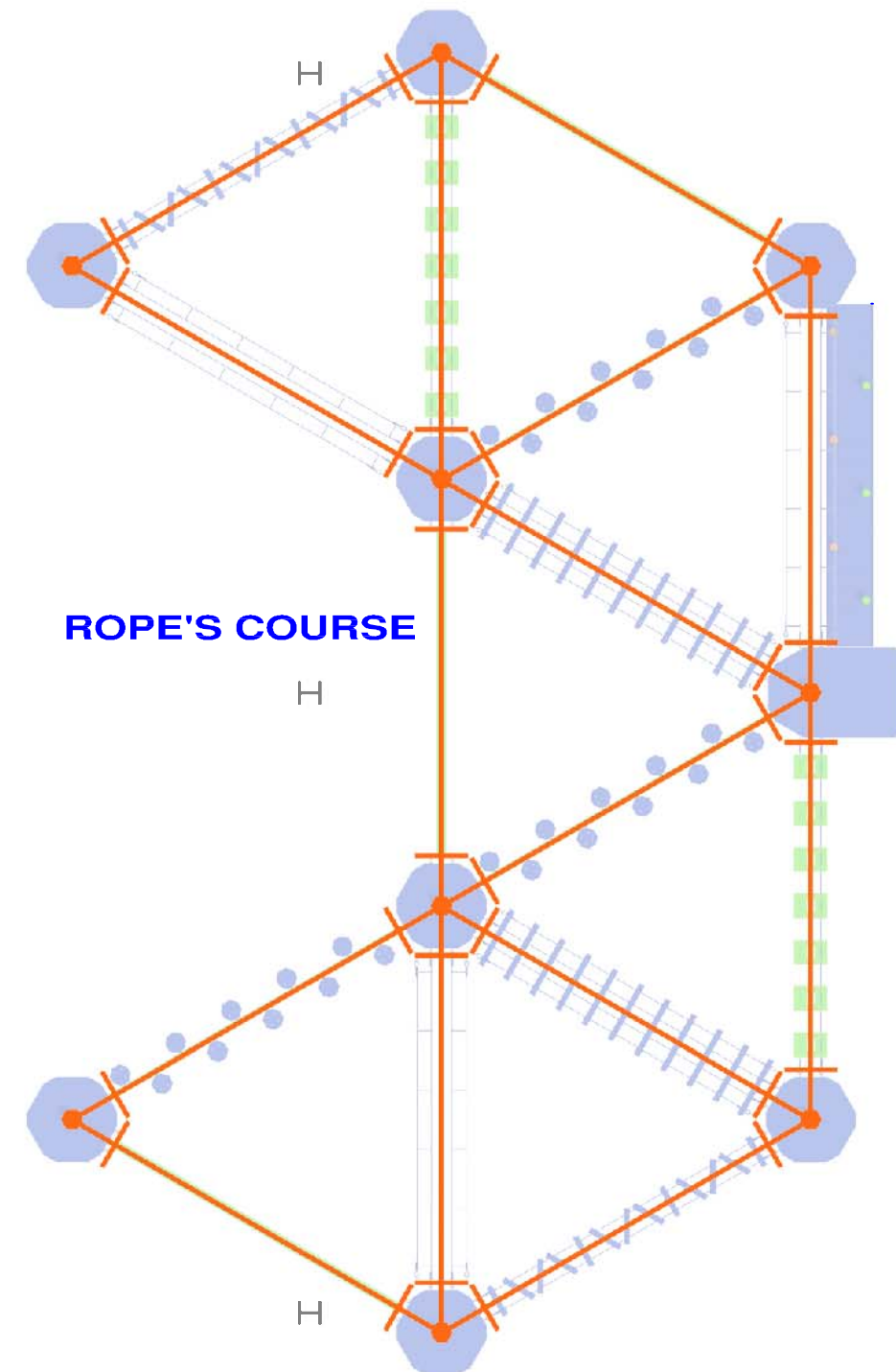
ROPE'S COURSE

FOR CONSTRUCTION
JANUARY 12, 2012

[illegible]

Date : _____
Signature : _____

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ROPE'S COURSE

FOR CONSTRUCTION
JANUARY 12, 2012

[illegible]



Prime
Play

Date : _____
Signature : _____

[illegible]

<h1>THE WOW FACTORY</h1> <h2>ELEVATIONS</h2>		CAPACITY: Balloycity: 270 Kids/Hr. Ropes Course: 170 Kids/Hr.
CEILING HEIGHT: 30' (9.14M)	PLAYGROUND DIMENSIONS: SIZE: 60' x 44' (18.3M x 13.4M) HEIGHT: 23'-2" (7.06M) LOCATION: USA REF. FILE:	
		IN/OUTDOOR: INDOOR THEME: INDUSTRIAL STYLE: FEC FOAM: TUFF

DATE: JAN/12/12

DRAWN BY: JH	ACCT. EXEC.: SH
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REVISED BY:	REV. A
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SENIOR DESIGNER:
CAB

WW PROJECT NUMBER
PP 20916

DRAWING NUMBER:
207

ACTIVITY LIST

- (ACP) Access Panel
- Zippered access for safety and maintenance - only accessible to staff.
- (ADA) ADA Entrance
- An elevated entrance to the play unit with a handgrip on each side to assist entry and exit. Meets ADA standards for a wheelchair dismount access point.
- (BBT4) Bumper Blast At 4Ft. Level
- Hanging boat buoys that children will dodge, push, and swing on and around.
- (BBT7) Bumper Blast At 7Ft. Level
- Hanging boat buoys that children will dodge, push, and swing on and around.
- (BD) Ball Dump - Interactive Ball Play
- A giant cylinder-shaped steel framed container for foam balls that dumps when it is full. In the cycle of ball play fun, kids fill the dump by using a ball vacuum, then eagerly anticipate the 'main event' of hundreds of balls raining down on them from high above.
- (BFN) Ball Fountain - Interactive Ball Play
- In the center court of the exciting Interactive Ball Play arena, sits this air pressure ball fountain. Children load the fountain tray with as many foam balls as they can and hit the back-lit button to jettison the balls high in the air creating a cascading fountain of balls on top of themselves. It's an explosive event.
- (BL) Ball Levitator - Interactive Ball Play
- This table provides the children a place to experiment with science! With an assortment of air streams they will learn basic air flow principles and have fun with it. Foam balls can float in mid-air, twirl around and shoot up in a million different combinations of experiments.
- (BLS) Ball Blaster - Interactive Ball Play
- Patented and trademarked Pneumatic Blasters that fling the balls from one side to the other (these balls are specially fabricated soft foam made just the right size and density for play, yet they don't hurt or sting). (BALLS INCLUDED) The blasters are single shot devices. In other words, they are activated for only a split second when the button is pressed and exhaust a single burst of air. They may, however, exhaust up to 5 balls in a single shot. Participants feed balls into a loading tube at the top of the blaster, and then press a momentary pushbutton, which blasts as many balls that happen to be inside the chamber.
- (BRS) Ball Return System
- A colorful or themed vacuum system that conceals a powerful blower that moves the foam balls around the play area and delivers them to the Ball Blasters or Tipping Buckets. Children feed the balls into the vacuum openings and the blower shoots them through.
- (BX) Bumper Cross
- (CAN) Cannon - Interactive Ball Play
- A giant tilted pneumatic ball blaster located on the floor that can blast out tons of foam balls in a huge spray of directions within seconds. Once the rotating event is aimed, all the little ones have to do is press the backlit button and BLAST!

- (CCR) Cave Crawl
- A series of hanging and floor-based vinyl covered foam 'stalagmites and stalactites' that kids can twist and crawl their way through. Encourages dexterity and pretend play among the treasures of the 'cave'. The pyramids feature a solid structure that won't crush as easy as some other play companies'. Themed cave 'stalags' are available.
- (CLH) Cliff Hanger
- Young guests will zigzag as they climb these full square platforms to reach the next levels.
- (EC) Elbow Crawl
- This plastic tube is in the shape of an elbow and provides a change of direction without sharp corners or stops and turns.
- (FC) Freezer Curtains
- These hanging clear freezer curtain strips are used to keep the balls inside and not all over the floor where they're not suppose to be.
- (GS) Gang Slide
- This is a large three-lane fiberglass open slide. The slide has hills and dips and is quick for extra excitement. The three lanes means that children can race each other down. The size, visibility and interactivity of the gang slide makes it a key activity in any play system.
- (HKS) Hook Slide
- A slide that has elbows children hook around in while speeding down. The extra motion makes the slide extra fun.
- (KC) Kid Car
- A themed car with a steering wheel and dash board on the inside. The exterior has headlights, a grill and decorative wheels. Kids can go off-road and in-playground in this vehicle.
- (LC) Log Crawl
- Horizontal vinyl covered foam log rollers in an up over and under pattern along a straight path. Kids challenge their climbing and ducking skills.
- (LOP) Lookout Point
- Plastic Sphere with a large sphere window for the kids to lookout and observe their parents below. Good for parents to be able to check up on their kids too.
- (LP) Launch Pad
- A large area for kids to rest on while waiting for their turn to launch down a slide.
- (MBG6) Mini Bag at 6Ft Level
- A series of 6" diameter vinyl covered foam punching bags that children can run and push their way through.
- (MBG7) Mini Bag at 7Ft Level
- A series of 6" diameter vinyl covered foam punching bags that children can run and push their way through.
- (MW) Moonwalk
- A series of colorful vinyl covered foam humps for kids and parents to climb up to different levels of the play system. Soft and spacious, this is the most comfortable climb available. Adults prefer it to other tighter 'kid-sized' climbs.
- (NCS) No Climb Sign
- Signs posted for your benefit to further dissuade children from climbing up the outside of your structure. This, combined with no-climb netting on the first level, prevents any kids from climbing on the outside where they're not supposed to.
- (OC) Obstacle Course
- A zigzag pattern pathway of vinyl covered foam wedge-shaped obstacles.

- (PB6) Punch Bag At 6Ft. Level
- Vinyl covered foam punching bag that children can run and push their way through. The bag swings around and bump the children in return.
- (PB7) Punch Bag At 7Ft. Level
- Vinyl covered foam punching bag that children can run and push their way through. The bag swings around and bump the children in return.
- (PBR) Power Ball Room
- A room containing large rubber balls that kids can kick, punch, ride or push within the room. It's a great action packed area of any play system.
- (PF) Padded Floor
- Vinyl covered foam pads with a plywood base. These are very necessary for any playground to provide a comfortable surface to walk on and a safe surface to fall on. Every pad is covered with mesh on the underside to prevent staples from popping out, reducing the chance of potential injury.
- (PWB) Power Ball
- A large rubber ball that kids can sit or jump on, crash and bash into or kick around.
- (RB) Rope Bridge
- A bridge of vinyl covered foam pads suspended from a soft rope mesh. Children can swing, wave or run through the bridge while parents can watch from below.
- (RC) Rebound Crawl
- Triangular shaped foam covered vinyl wedges are attached to the top and bottom of the frame. Children must crawl over and under the foam pieces to get to the next exciting activity. Children enjoy flopping down on the soft foam and squeezing under the hanging pieces.
- (SM) Slide Mat
- An extra thick vinyl covered foam pad that kids will land on at the end of a slide. It's great for soft landings.
- (SS2) 2 Level Spiral Slide
- A plastic tube spiral slide from the 2nd level to the bottom. Kids scream and yell as they twist and turn discovering what lies beyond the next corner.
- (TNT) Twist N' Tangle
- A seatbelt webbing floor deck area with foam filled vinyl noodles supported from the top and bottom. Tests the child's agility by weaving and swinging like Tarzan through them. Comes in many different sizes, heights and arrangements.
- (TR) Trolley Ride
- A fast and furious ride for children. Kids grab on to a rope supported by a track on top of a long corridor of the play system, swing on it until they reach the end of the horizontal track.
- (TSC) Triangle Steps Climb
- A series of overlapping 4' x 4' triangle platforms children climb through in a zig-zagging motion to reach different levels of the play system.
- (VRS) Vertical Roller Squeeze
- A pair of vinyl covered foam rollers that kids have to squeeze through to get to the other side.
- (WE) Web Elevator
- This is a series of web platforms with 18" square holes that children can climb through to reach different levels of the play system.



Owner to verify dimensions prior to fabrication of equipment. Please sign and return to Prime Play upon approval.

Date : _____

Signature : _____

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REV.	DATE	REVISION

THE WOW FACTORY ACTIVITY LIST		CAPACITY: Ballcity:270 Kids/Hr. Ropes Course:170 Kids/Hr.
CEILING HEIGHT: 30' (9.14M)	PLAYGROUND DIMENSIONS: SIZE: 60' x 44' (18.3M x 13.4M) HEIGHT: 23'-2" (7.06M) LOCATION: USA REF. FILE:	IN/OUTDOOR: INDOOR THEME: INDUSTRIAL STYLE: FEC FOAM: TUFF
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