


GIANTS

Sky-high
Themed Play
Landmarks

KOMPAN
DESIGNSTUDIO





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KOMPAN Group is one of the world's leading play equipment manufacturers.

For 50 years, the company has designed, manufactured and marketed an extensive range of high-quality playground equipment, outdoor fitness equipment and outdoor furniture.

KOMPAN® products are sold around the world through KOMPAN subsidiaries, agents and distributors.

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WOWING SCHOOL-AGERS WITH A BREATHTAKING HEIGHT, EXCITING
THEMES AND TONS OF PLAY FEATURES FOR HOURS OF FUN

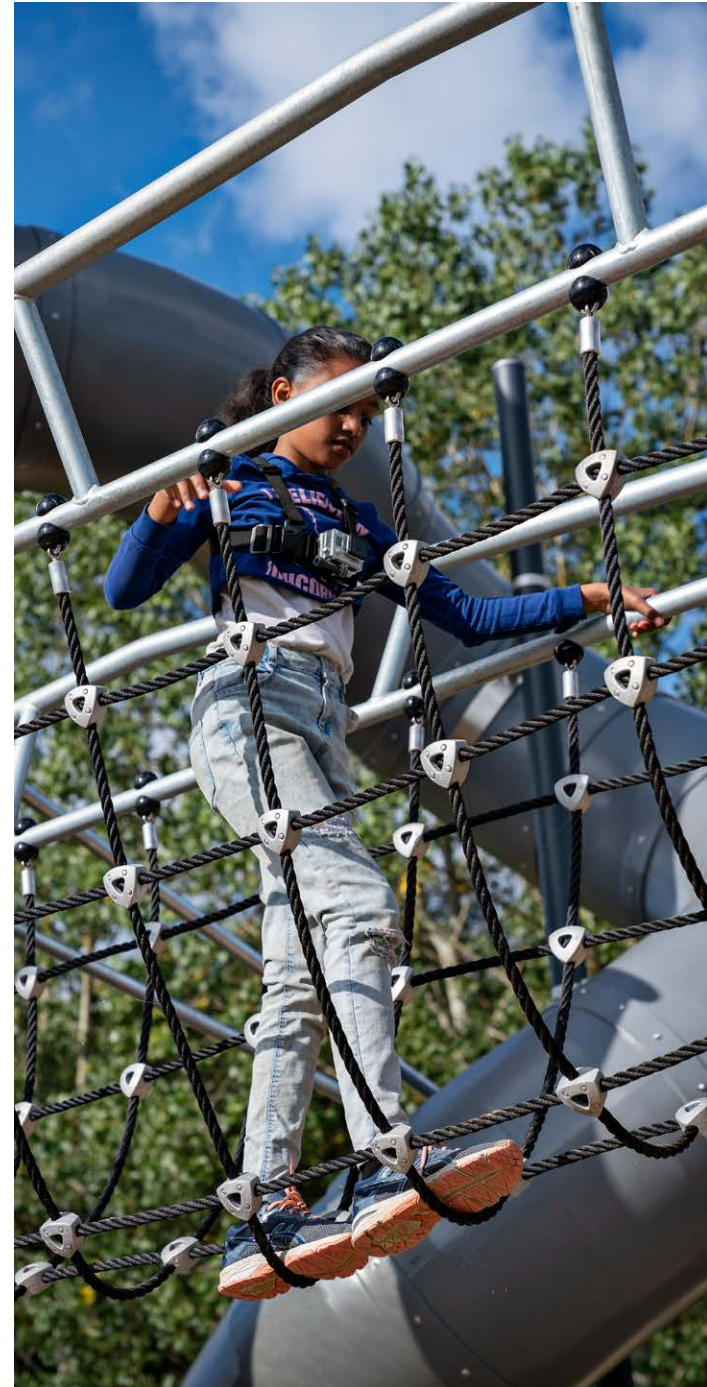


Sky-high play landmarks

The GIANTS generate the urge to play. From near or far, a magnetic attraction.

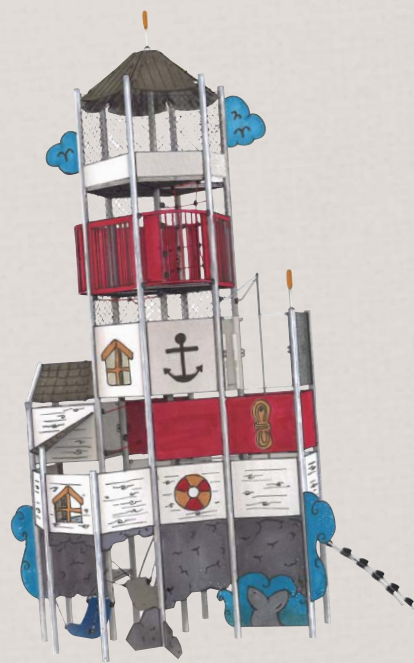
With nine metres of staggering height to be conquered, long straight and curly tunnel slides to be explored, transparent panels to be climbed, a tummy-tingling open view from the top and numerous fun features, the GIANTS are irresistible.

A GIANT can be a stand-alone playground, or a centrepiece within a complex, that attracts children to play and happily burn off excess energy.



Thematise your own GIANT...





Themed design

The GIANTS come in many predefined themes, and they are all open to customisation, using KOMPAN's flexibility of shapes and panel print technology.

With very little adjustment, the Jungle GIANT can add to the safari park or zoo experience. The Space GIANT might be perfect for a planetarium or a theme park. It stands out equally well as the feature-making statement at a space research centre, a museum or a city park.

The predefined themes in the GIANTS range are continually expanding. Furthermore, KOMPAN's designers can deliver individually themed designs to match specific customer requests.



*One colour theme
- endless configurations*

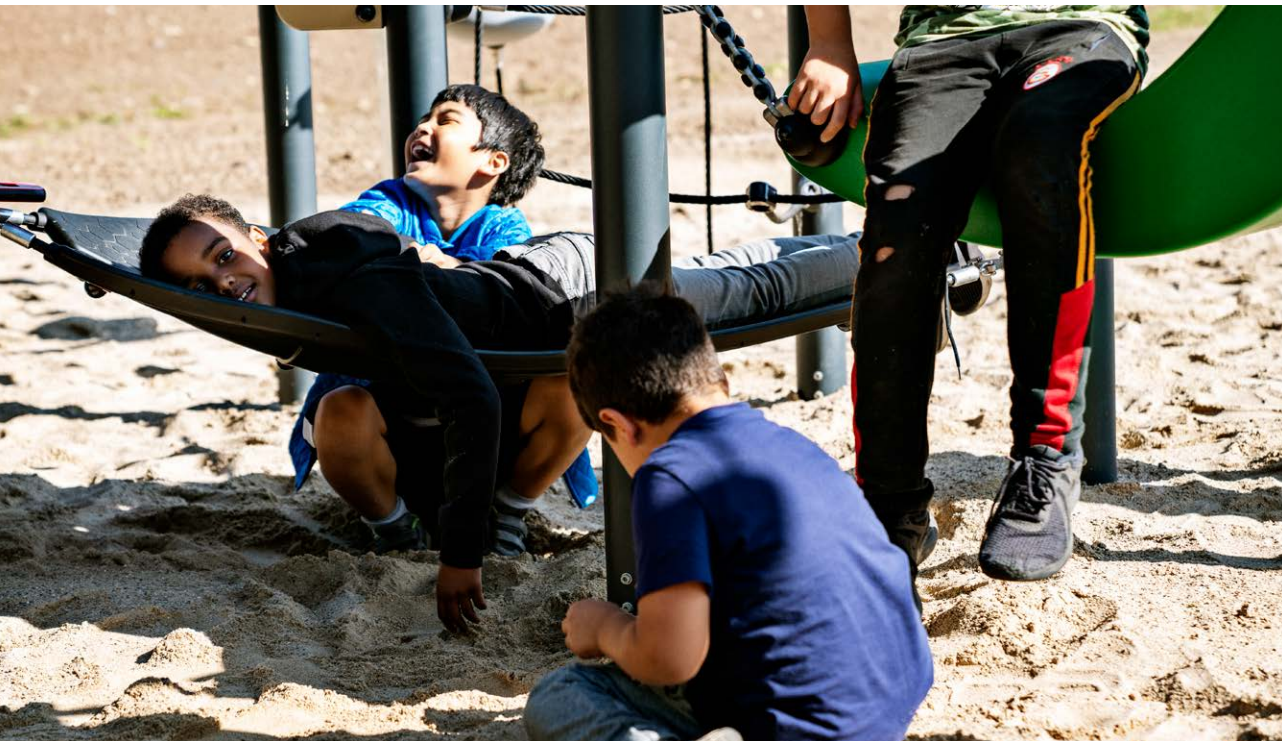


Configurable in size and play value

GIANTS are flexible in expression, colours and themes. But also in height and size, and in terms of play value. Modules like slides, bridges, stairs, ramps, climbers, hammocks and meetings points can be added or removed.

This way, specific requirements to size and play activities can be met.







Endless variety of play – making children stay and develop

The GIANTS are crammed with the innovative KOMPAN play features developed over the past half century. Features that develop young minds and bodies. For a magical moment, they are transported into a world of fantasy.

Adventures like the wobbly bridge, scrambling through netted ropes, climbing walls and transparent panels before attempting the banister bars or sliding back down in the curved tunnel. Simply just getting from A to B is full of exciting challenges.

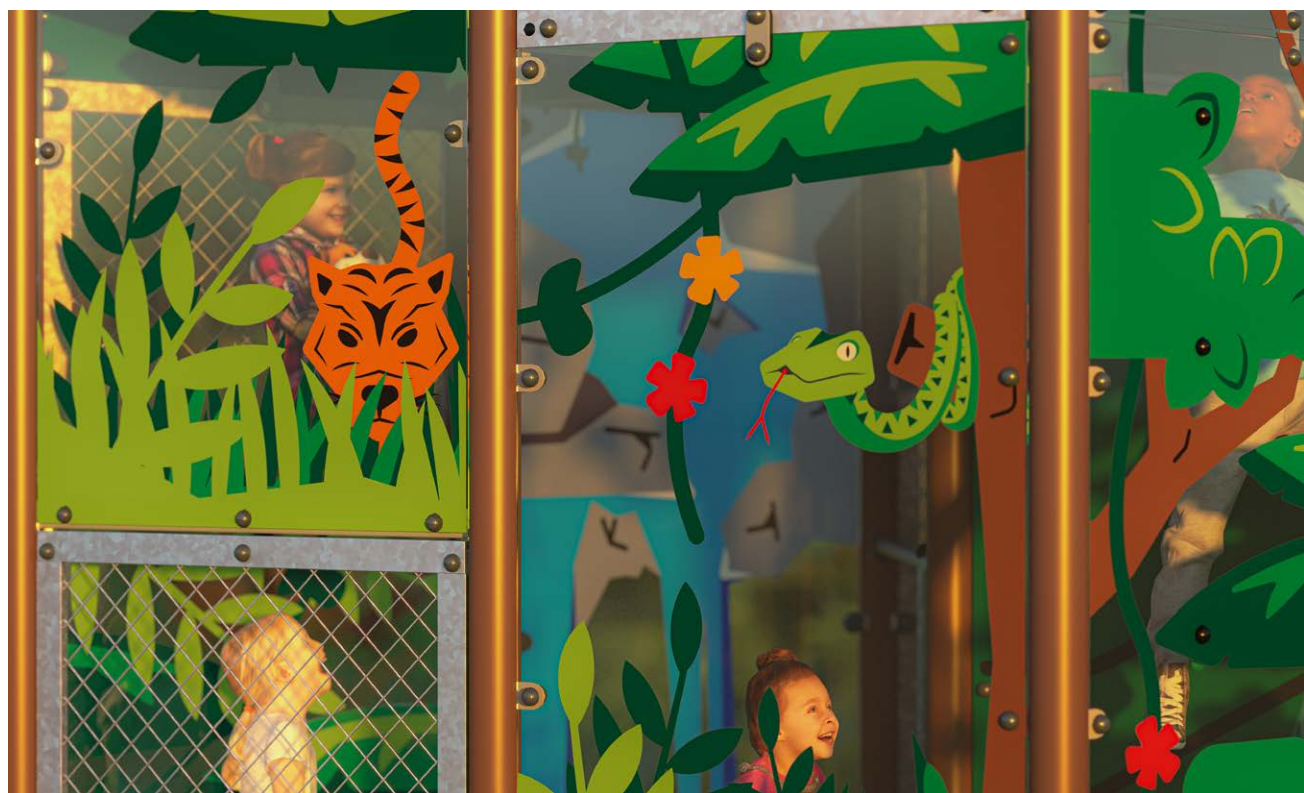
Loaded with opportunities that make children stay and play for hours ... the GIANTS entice them to come back again and again.

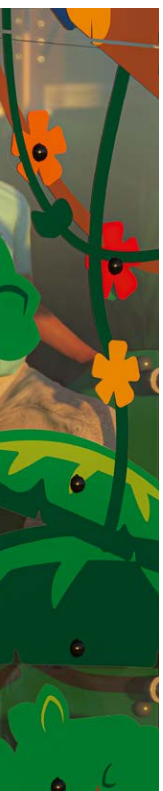


JUNGLE GIANT

MONKEYING ABOUT







*Being the toughest
climbers in the jungle...*

TREETOP QUEST

Imaginations running wild

Deep in the jungle something moved. Was it a tiger, or was it a snake?

'It's a tiger. Quick! Run!' Vivek shouted as the six friends scampered in different directions.

The race was on, the friends against the magnificent imaginary beast. They crossed the rope bridge, up to the top of the trees, then down the huge curling chute.

'It's like being at the water park, without getting wet,' Chloe said, and then climbed into a swinging hammock.

Eight metres tall, the colourful GIANT jungle playground was a positive reminder of the beauty and global value of natural rain forests. Puffing and panting at the top of the tower, Ava settled into the treehouse.

'Did you know that rainforests give us 20% of our oxygen,' she said.

'This one takes 100% of my energy,' Vivek replied as he joined.



Loaded with play

Peak climber – climbing across unequally dispersed ropes or standing on rotating spheres, develop cross-coordination, muscle strength and balance.

Wackle bridge – the swaying plates strengthen the sense of balance and the posture, and support friendly competition.

Slide height 388cm – a fun and fast egress training the sense of balance and stimulating turn-taking skills.

Themed features – inspire storytelling and dramatic play, which stimulates language development.

Slide height 238cm – a thrilling and stomach-tickling experience. Two slides make it possible to slide simultaneously.

Banister bars – the challenge of heights stimulates self-confidence, develops muscle strength and builds bone density when landing.

Moveable hammock – a great meeting point and a swaying comfortable place to relax. Can be placed in various distances to the seat.

JUNGLE GIANT

Look out from beneath the waterfall, run from the tiger, or climb to the top of the trees. For every child, the jungle is an adventure waiting to happen. Playing here will inspire dramatic play, communication and physical activity. The straight tube slide is a rush thanks to the high-speed ride. The spiral tube slide further stimulates the understanding of space, speed and distance due to the 360-degree experience. The leaves, branches and flowers on the roof and posts make the Jungle a multi-coloured and magnificent sight for children and adults.

POTENTIAL SPECIFICATIONS:

Age: 6+
Max. fall height: 284cm
Total height: 891cm
Fall space dimensions:
1880cm x 2175cm

Final designs and data depend on regional safety standards.
Information on inclusion, please see page 61.



ARCTIC GIANT

COOL FUN





*Calling tomorrow's scientists and
adventurers to discover and explore...*





THRILLING NOT CHILLING

Warmed by constant action

'It's minus two,' Tuppi said, 'you need more than a T-shirt.'
He was in the tall tower and shouting at his younger sister who was heading to the rope bridge that connected it to the 'research centre'.
'I'm OK. My anorak's over there. If I need it, I'd shout, but climbing and sliding here, I'm warm.'

With snow on the not-so-distant hills, the GIANT Arctic playground blended in. 'I really love it,' Maja said, 'here I can play at being a scientist, there's so much to study and uncover.'

Her first discovery was that Tuppi was right, it was too cold for just a T-shirt. Quietly she put on her anorak and headed to the snowmobile.

'Race you to the North Pole,' she hollered.



Loaded with play

Slide height 538cm – the perfect curve and inclination for a playful ride.

Curly climber – coordination and proprioception when placing arms and legs right for going down.

Slide height 118cm – training core muscles when sitting upright going down, and cognitive skills in understanding of space, speed and distances.

Internal transparent climbing panel – supports cross-coordination.

Tower net – fast and efficient access on one half and a challenging climb on the other, both supporting sense of space and muscle strength.

Plank bridge – balancing here develops the vestibular system and cross-coordination.

Side tower – explore the many ways up and down without queuing.

ARCTIC GIANT

Final designs and data depend on regional safety standards.

Explore the mountains, search for fossils and animals and investigate the ice caves – the Arctic is a playground for true explorers. With several access and egress points varying in difficulty and height, school-age children are stimulated and challenged repeatedly. The internal transparent climbing wall amplifies the thrill of reaching the top, where the experience and rush of climbing a mountain is mimicked. The plank bridge takes you from the Arctic landscape to the polar research station, where the quest for fossils, valuable minerals or precious metals can begin.

POTENTIAL SPECIFICATIONS:

Age: 4+
Max. fall height: 279cm
Total height: 891cm
Fall space dimensions:
1530cm x 1570cm

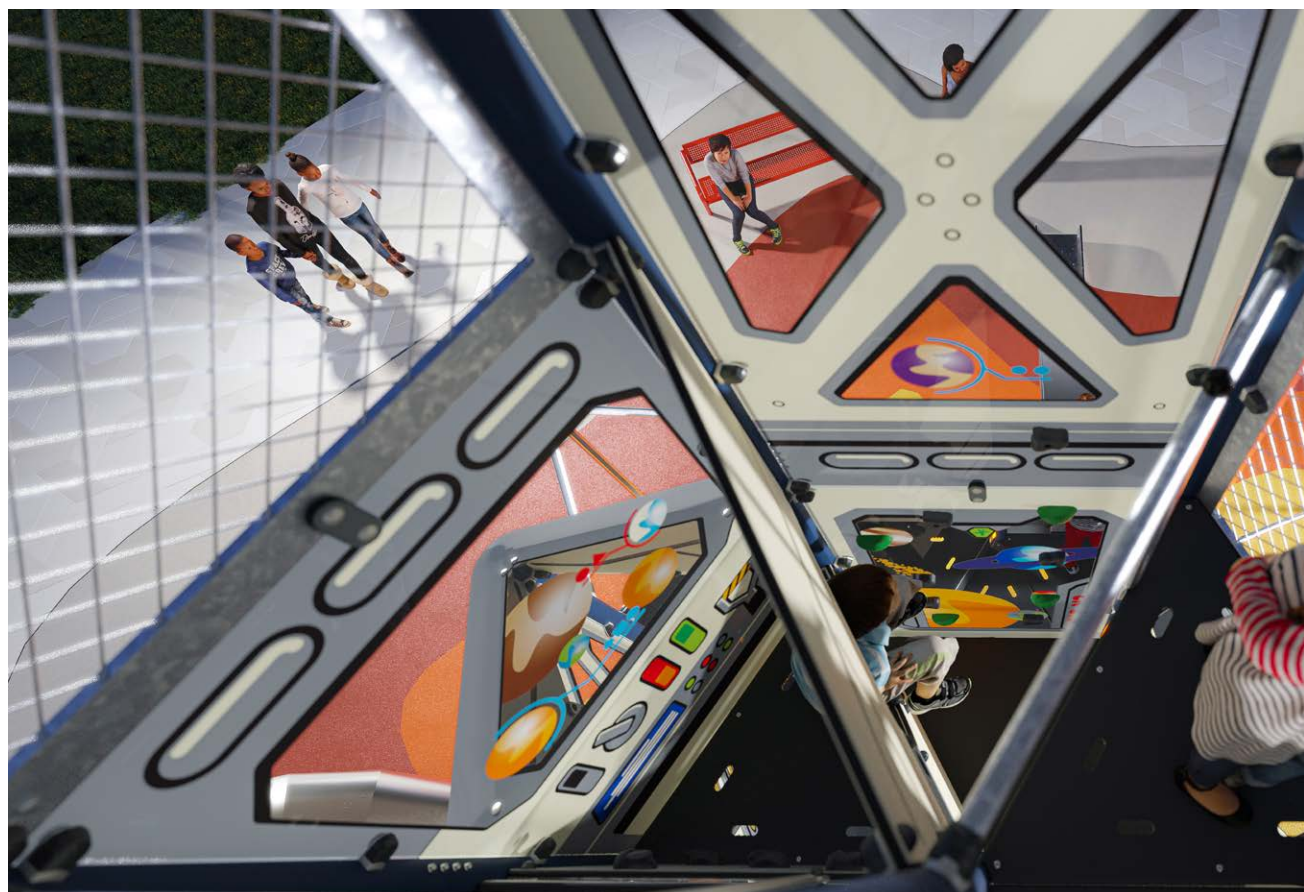
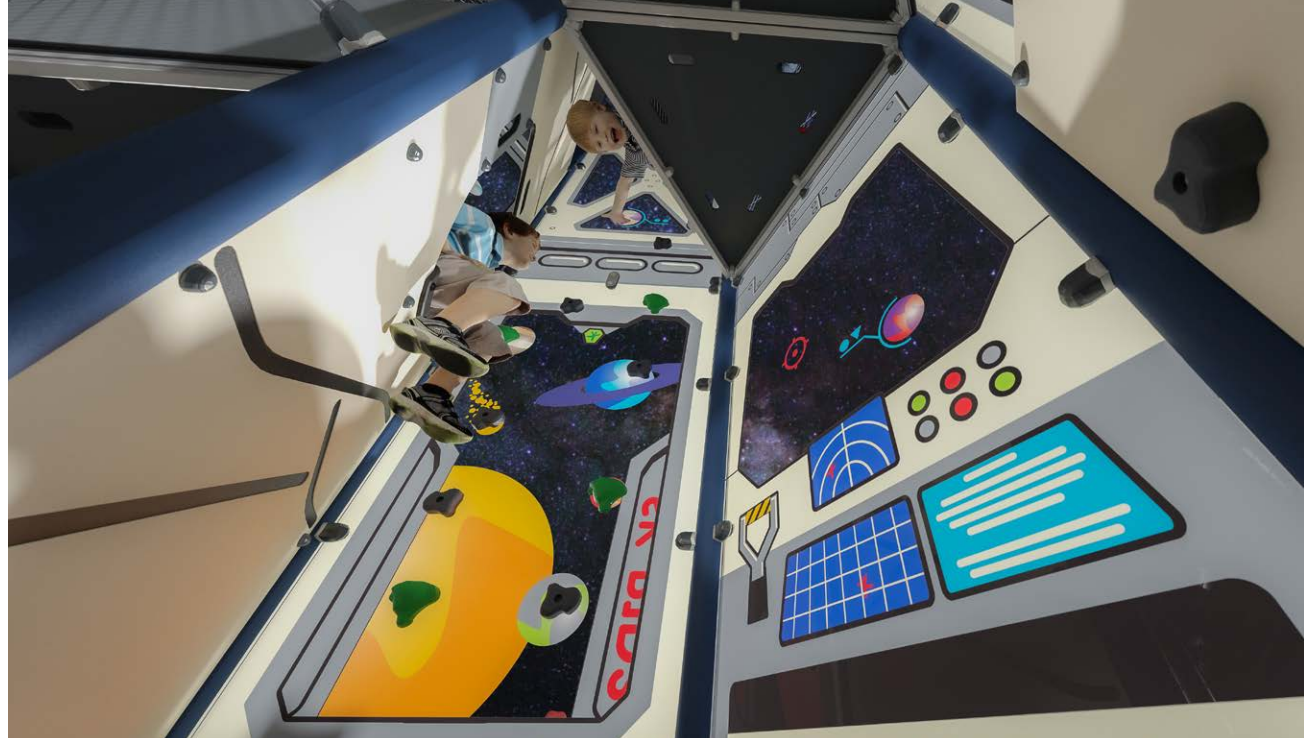
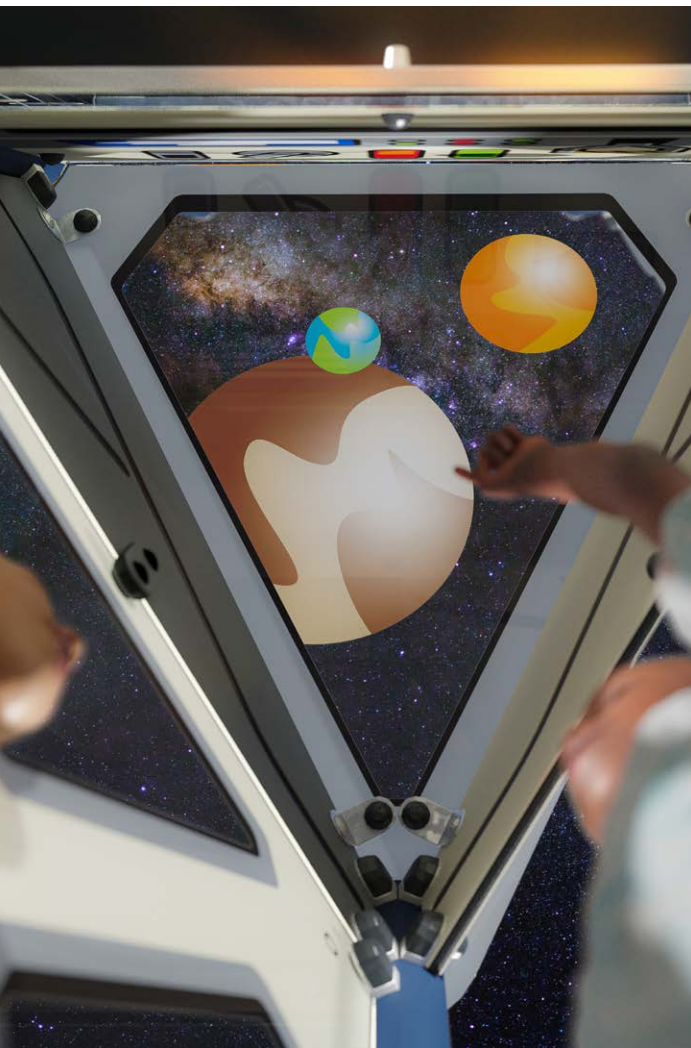


SPACE GIANT

READY FOR TAKE-OFF?







*Launching inter-galactic
experiences where the most precious
discovery can be friendship...*



WE'VE GOT LIFT OFF!

Imaginations twinkle like stars

The light glinted off the tip of the rocket. Inside the "astronauts," some on missions to the moon, some to Mars, some flying blindly into outer space, and some, like Anna, having already landed at their stellar destination.

'I'm making my spacewalk,' Anna announced, stepping into the opening at the top of the huge twisting chute. "Woosh" and she was suddenly nine metres lower and able to start over and find a new way to get back to the capsule. She'd already found four.

'I'm going to explore with the moon mobile,'

Lee said jumping into the driver's seat.

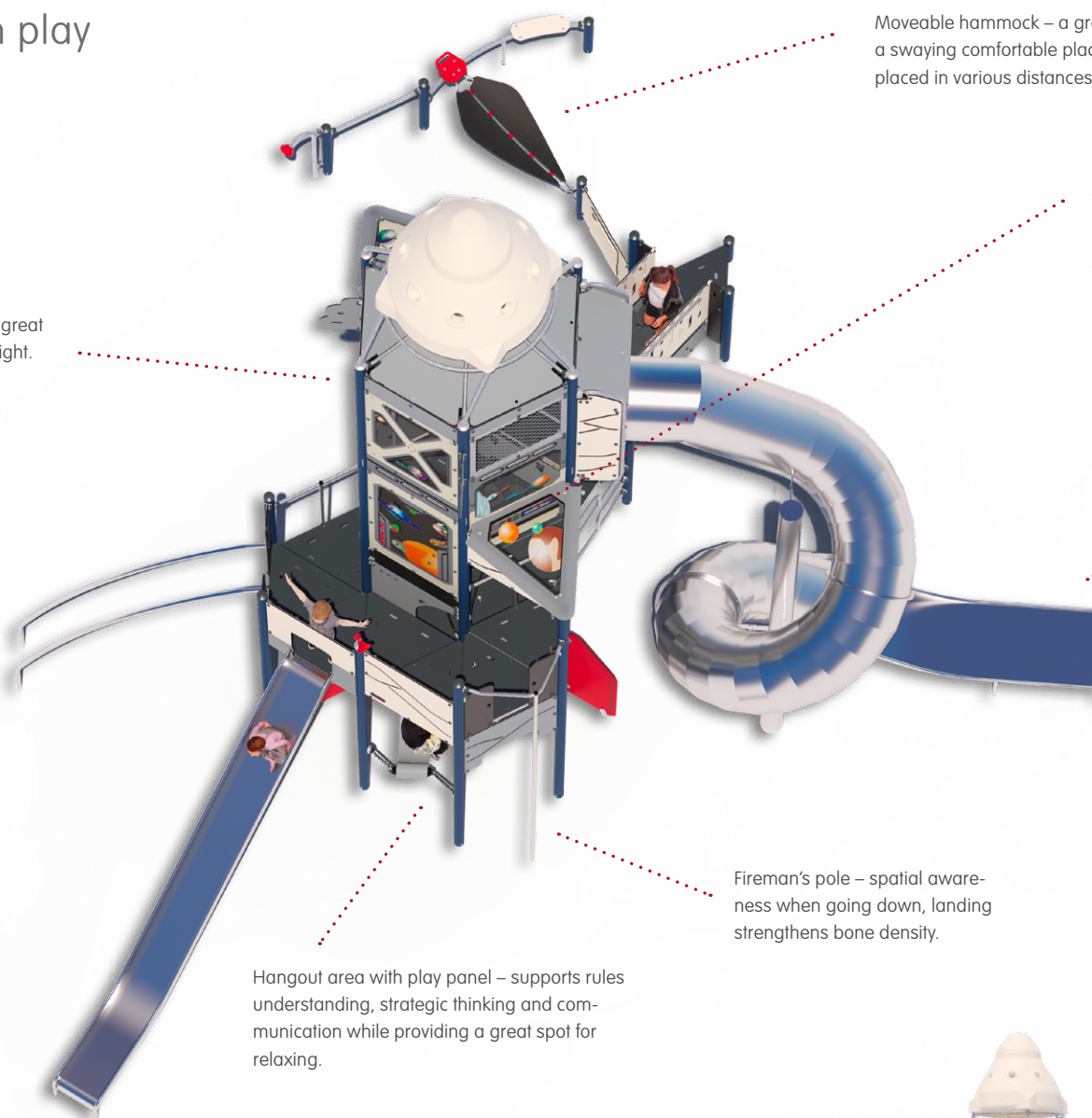
'Take me to the rocket,' said his younger brother,

'I want to try that super twisty slide.'



Loaded with play

Lookout spot – provides a great view and the feeling of height.



Moveable hammock – a great meeting point and a swaying comfortable place to relax. Can be placed in various distances to the seat.

Criss-cross climber – unequally dispersed ropes support cross-coordination and strength, and social skills are developed when interacting across the net.

Slide height 538cm – motivates going to the top, and gives great thrill riding down.

Fireman's pole – spatial awareness when going down, landing strengthens bone density.

Hangout area with play panel – supports rules understanding, strategic thinking and communication while providing a great spot for relaxing.

SPACE GIANT

Final designs and data depend on regional safety standards.

The Space GIANT stands as a true monument with a height of more than nine metres. The illustrations give the feeling of exploring space, finding planets or controlling the spaceship. The internal criss-cross climber not only develops motor skills, but also supports social interaction and turn taking, due to the many ways of getting on and off the ropes. Interactive play panels and hangout areas on the ground level provide a great relaxation area and play well into the theme of managing and repairing the rocket engine.

POTENTIAL SPECIFICATIONS:

Age: 6+
Max. fall height: 279cm
Total height: 959cm
Fall space dimensions:
1177cm x 1496cm



MINSHAN MOUNTAINS GIANT

PLAY PAGODAS IN THE CHINESE GARDEN

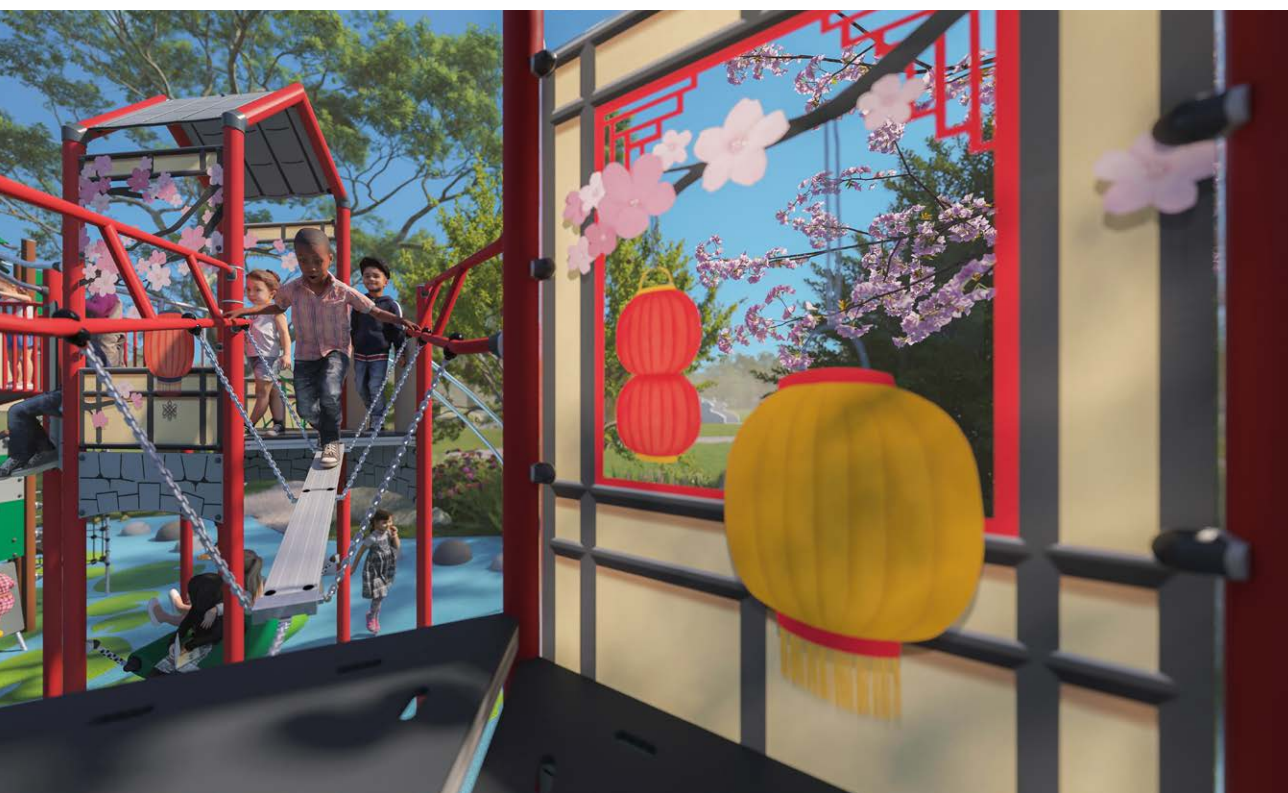






Adventures in the colourful and whimsical garden with stepping - stones, silk lanterns and playful pandas...





FUN AT THE TEA HOUSE

by the pond

'Aren't you getting your feet wet,' Lee Anne shouted jokingly down from the bridge, 'you're in the middle of the pond!' 'It's OK, I'm near the lily pads,' Jean answered. 'It's over by the round rocks that you have to be careful.' Lee Anne stopped to light a lantern between the pink flowers before balancing across the plank bridge. 'I'm heading to the big pagoda, I want to chill out, pretend I'm on the edge of a bamboo forest somewhere looking for pandas,' said Jean. 'Perfect, I have just prepared tea so we can relax before heading into the wild,' Lee Anne replied.



Loaded with play



MINSHAN MOUNTAINS GIANT

Final designs and data depend on regional safety standards.

The garden house with its vivid red colours and pink cherry blossoms stands in beautiful contrast to the green and luxuriant nature. With several points of access and multiple egresses varying in height and speed, Minshan will challenge and inspire children through play. Just like the pandas hanging about in the trees, children can relax and bond in the many hangout spots, while also developing logical thinking and social skills through cognitive play activities. The crane and lanterns are just some of the elements children will seek to explore before balancing across the plank bridge, speeding down the banister bars or climbing up the tower net.



POTENTIAL SPECIFICATIONS:

Age: 4+
 Max. fall height: 300cm
 Total height: 471cm
 Fall space dimensions:
 1140cm x 1550cm



PIONEER GIANT

WHO PLAYS THE SHERIFF?







New frontiers for one of the most traditional themes of play...

HOWDY COWBOYS, AND COWGIRLS

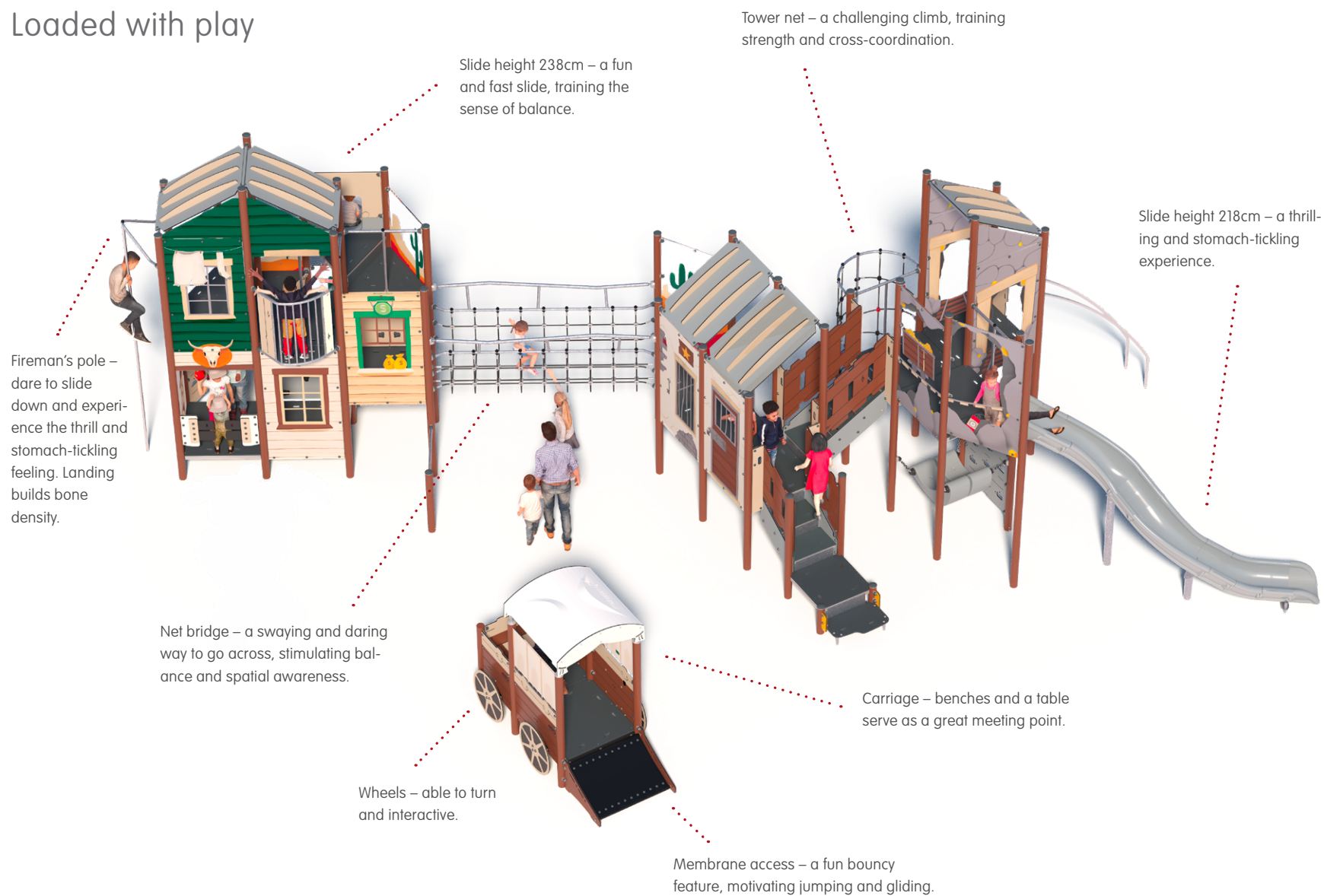
Shooting down chutes

'The rules are easy – you can go everywhere, but no falling over the balconies, like in the movies.' Mark was explaining his game to Josh and Jean who were first timers at the themed playground. 'If I tag you, you are shot, but you can get better by sliding down the slide furthest away from you,' added Mark who had made himself sheriff. 'If you are tagged twice you go to jail until the end of the game.'

'Then how do we win?' asked Jean. 'You don't, the good guys always win,' Mark announced, 'But we do take turns at playing the sheriff.'



Loaded with play



PIONEER GIANT

Final designs and data depend on regional safety standards.

The Pioneer is an exciting combination of high-intensity physical activity and dramatic play. Different routes changes in heights, and variations in egresses and accesses, serve as a great place for a game of tag. Discover the iconic landscape of the Wild West, dig for gold in the mine or be the sheriff of the Pioneer Village. With several meeting points, there is also plenty of room for social interaction and a rest.



POTENTIAL SPECIFICATIONS:

Pioneer Village
Age: 6+
Max. fall height: 276cm
Total height: 470cm
Fall space dimensions:
1900cm x 1270cm

Horse carriage
Age: 2+
Max. fall height: 39cm
Total height: 234cm
Fall space dimensions:
570 x 440cm

FARM GIANT

FIELD OF DREAMS





*Understanding the need
and importance of good farm
practices through play...*





GETTING THE HAY OFF THE FIELD

...and neatly into the barn

The twins were taking turns. Jon was at the wheel, Bob had clambered through the engine and emerged from the tunnel to stand on the front.

'Move Bob, you can't stand there. It's dangerous. You'll get run over!' said big brother Dennis.

'Let him stay there,' said dad, 'but remember this is a play tractor, don't ever stand near the wheels or front of a real tractor.'

In the barn, the girls looked on from behind the nesting chickens.

'When will the hay be in?' shouted Janna through the slats.

The boys didn't hear a word. Bob was too busy making the sound of the tractor engine.



Loaded with play

Double slide height 88cm – a thrilling sliding experience, with a friend.

Farm illustrations – support dramatic play, stimulating language development.

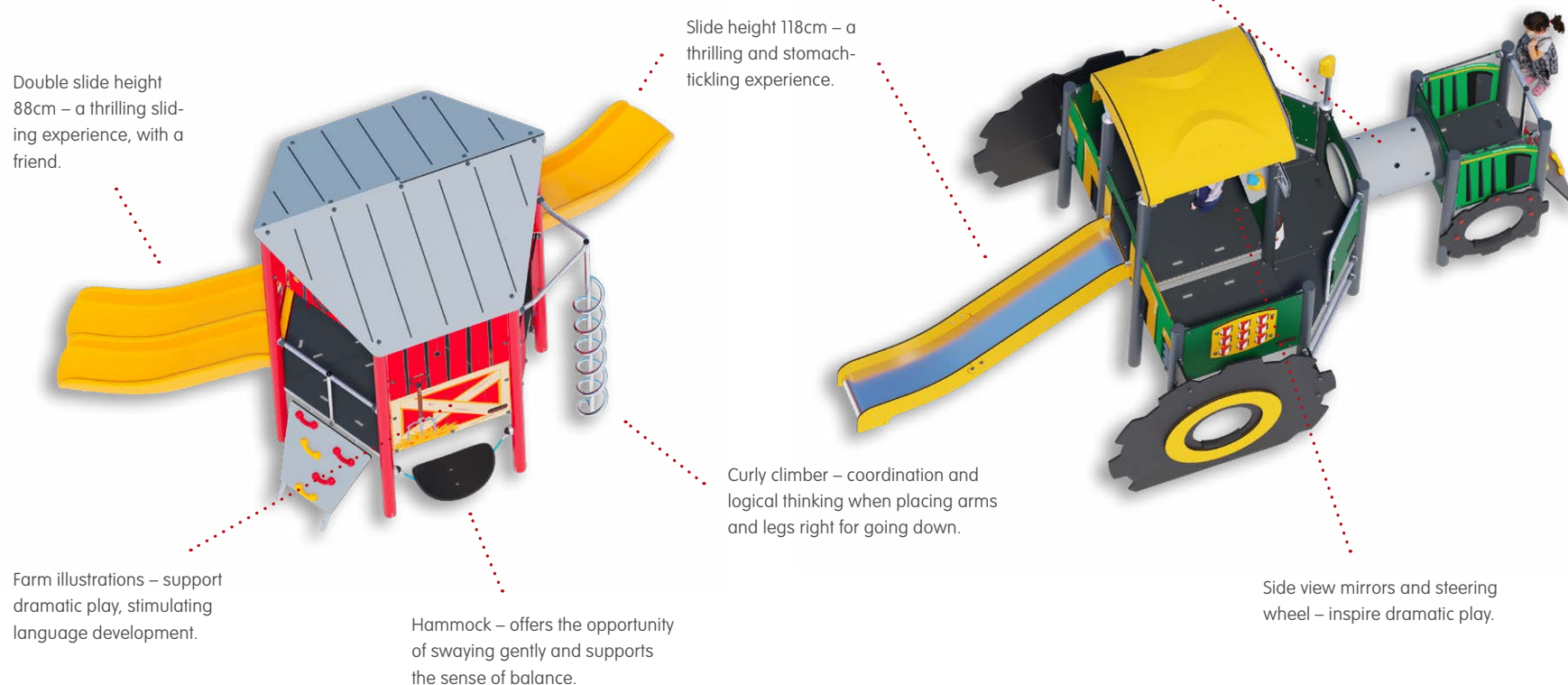
Hammock – offers the opportunity of swaying gently and supports the sense of balance.

Slide height 118cm – a thrilling and stomach-tickling experience.

Curly climber – coordination and logical thinking when placing arms and legs right for going down.

Engine tunnel – crawling through the tunnel stimulates spatial awareness and cross-body coordination.

Side view mirrors and steering wheel – inspire dramatic play.



FARM GIANT

Final designs and data depend on regional safety standards.

The Farm sparks dramatic play and social interaction for children from the age of two years. Multiple physical play activities stimulate and develop children's motor skills and strength. The Barn depicts chicken, hay, a pitchfork, and interactive play panels motivate social play and logical thinking. The steering

house of the Tractor offers a variety of tactile activities, supporting dramatic play and language skills. With several access points, a thrilling slide and the possibility of crawling through the tires, there are many routes to discover when playing on the tractor.

POTENTIAL SPECIFICATIONS:

Barn

Age: 2+
Max. fall height: 204cm
Total height: 320cm
Fall space dimensions:
782cm x 693cm

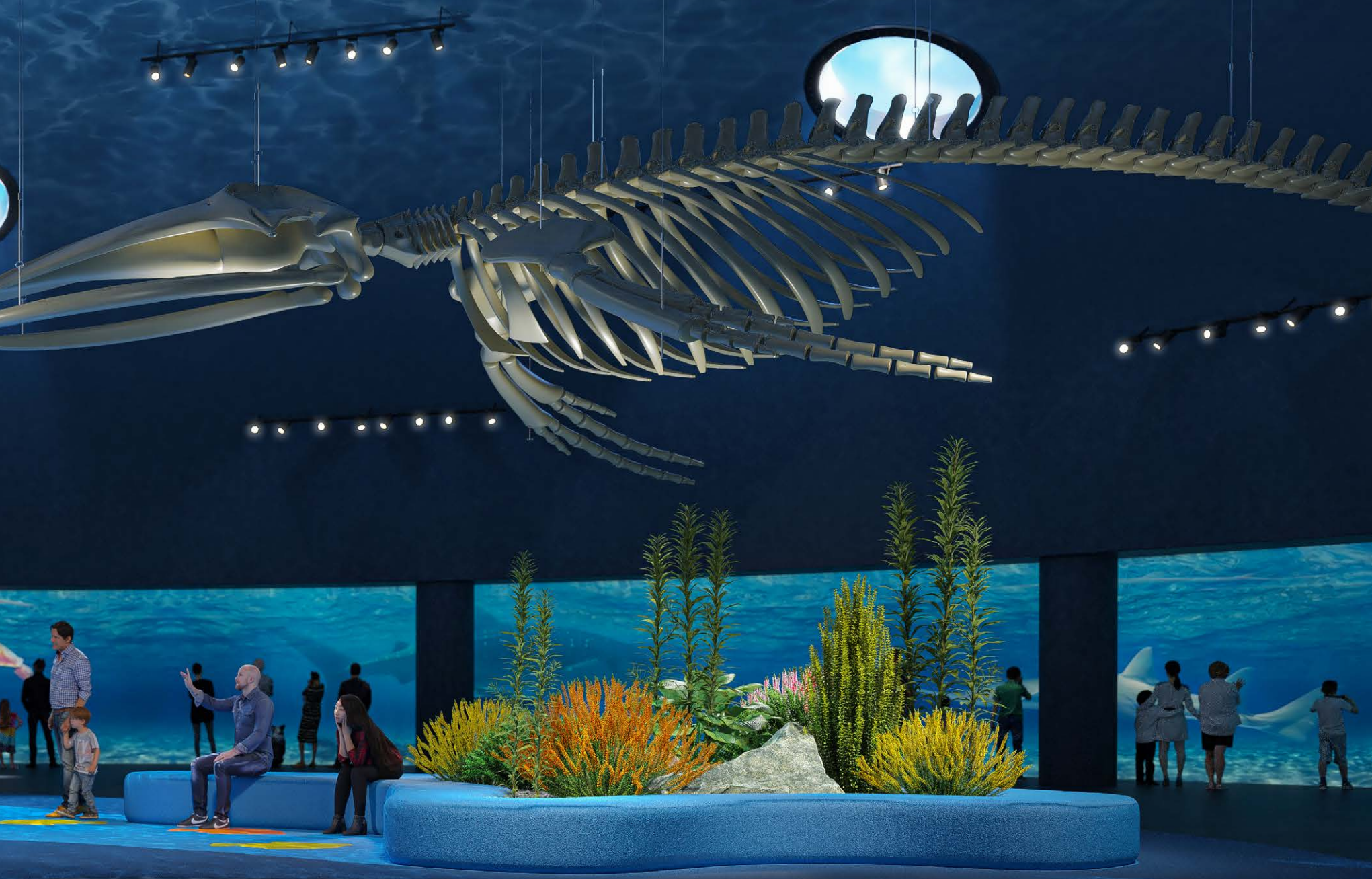
Tractor

Age: 2+
Max. fall height: 120cm
Total height: 320cm
Fall space dimensions:
910cm x 600cm





THERE'S A SHARK BEHIND YOU!





*Sea world rides, attractions,
and encounters...*



DIVING INTO FUN

...and new depths of excitement

'Watch out, there's a shark behind you!' mum teasingly whispered.

Mike looked round and saw the gasping mouth and teeth. He scrambled up towards "safety", the big swirling slide that swept him from the aquarium's roof right down to the floor and the huge glass tanks with the real sharks.

Mum was reading as Mike landed near her feet. 'Did you know that sharks have to keep moving or they sink to the bottom of the sea?'

'Then I'm a shark,' said Mike laughing as he rushed back into the GIANT play feature.

'OK, but only five more minutes, then you have to sit still and open your jaws on a sandwich,' mum replied.



Loaded with play

Climb-through hole – getting from the climbing wall to the next platform develops cross-coordination, proprioception and spatial awareness.

Banister bars – build self-confidence through the challenge of height and speed, and develop muscle strength and bone density when landing.

Fireman's pole – spatial awareness when going down, landing strengthens bone density.

Slide height 538cm – the perfect curve and inclination for a playful ride.

Criss-cross climber from ground level – stimulates cross-coordination and muscle strength.

Moveable hammock – a great meeting point and a swaying comfortable place to relax. Can be placed in various distances to the seat.

Interactive play panel – supports rules understanding and strategic thinking.

OCEAN GIANT

Final designs and data depend on regional safety standards.

Experience another world beneath the surface of the water with fish, coral reefs and seaweed, when playing on The Ocean GIANT. All children can find a challenge and play event suitable for them, with plenty of opportunity of play exploration and new activities. Play shells, talking tube, hammock and tic-tac-toe create an inviting ground-level space where you can make friends through play. The rich illustrations and bold colours serve as great play starters. The awe-inspiring 360-degree slide is a real motivator for repeated, out-of-breath loops from the ground to the top and sliding down.

POTENTIAL SPECIFICATIONS:

Age: 6+

Max. fall height: 279cm

Total height: 891cm

Fall space dimensions:

1177cm x 1496cm

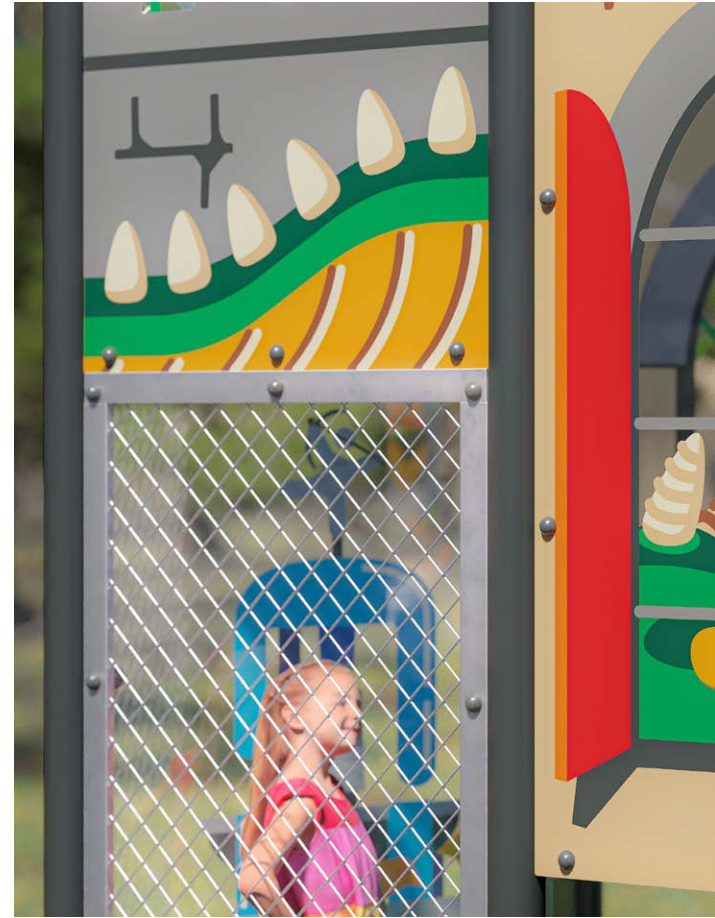




PALACE GIANT

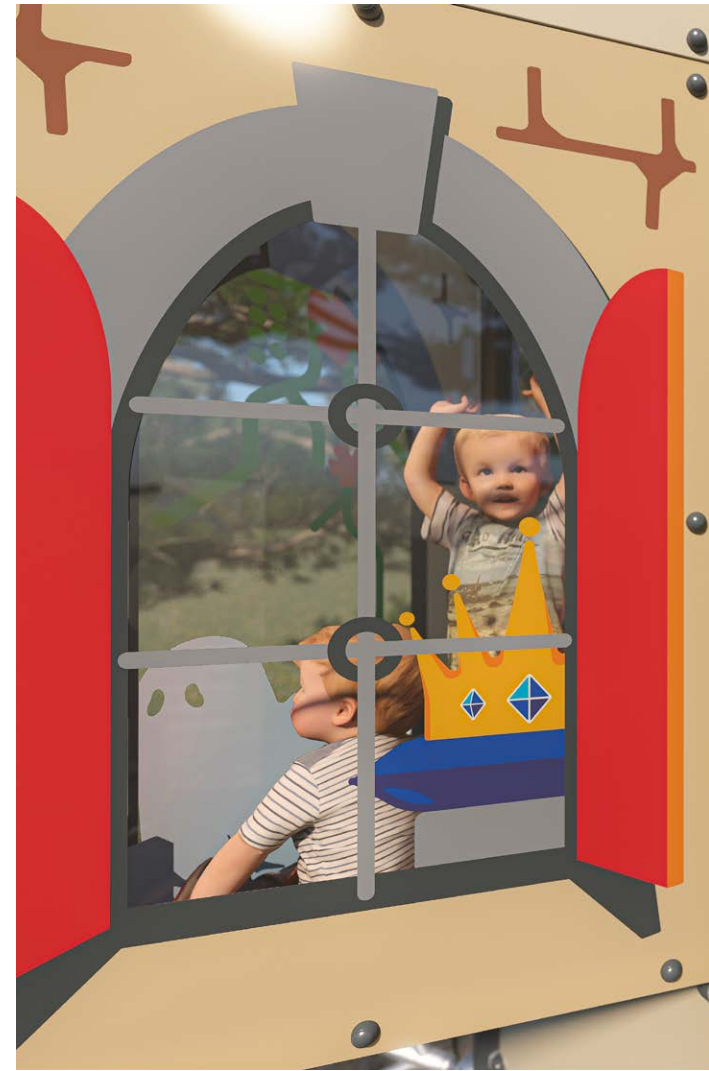
TALL TALES AND FAIRY TALES





*The key to a world of play fantasy
for young minds and bodies...*





THERE IS A PRINCESS IN THE TOWER

... and a dragon too!

'The princess, we have got to save the princess!' Jimmi shouted. 'Have you seen her?' asked Selina. Jimmi was halfway up the tower, the tallest part of the GIANT structure. A long strand of golden hair hung from the uppermost window.

'She's at that window, but she can't see us from there,' he shouted. Selina headed to the bottom of the palace, and then changed direction. It might be a trap, I'll go around the back.' Jimmi and Selina stretched their imaginations to the fullest, dragons to slay, ogres to conquer and princesses to rescue. 'I'm still here,' the Princess pleaded. Jimmi had forgotten the rescue mission. He was too busy playing.



Loaded with play

Climbing accesses – with the Peak climber, criss-cross ropes and a climbing panel, there are plenty of ways to continuously discover new routes to the platforms.

A platform with many ways out – provides great play inspiration.

Pipe ladder – a fast access point which strengthens motor skills.

Internal transparent climbing panel – adds a feeling of thrill thanks to the transparency and height.

Net bridge – develops balance, cross-coordination and spatial awareness when crossing the open net.

Steel mesh – allows for interaction and communication with others on the ground.

Slide height 388cm – a fun and fast egress training the sense of balance and stimulating turn-taking skills.

Talk tubes – stimulate logical thinking and communication, stimulating language development.

PALACE GIANT

At first sight, this sandstone fairy-tale palace stands tall and strong. When getting closer, intriguing story unfolds an enchanted place with mythical creatures and a princess residing in a hidden tower. Look for the jewels, but beware of the ghost on the way to the thrilling and fast tube slide. Confidence is built and the body is strengthened, when reaching the top by climbing up the princess' braid or exploring some of the many different routes. There are numerous things to discover and to try in The Palace, which is filled with physical and cognitive play activities that stimulate cognitive skills and physical development from top to bottom.

POTENTIAL SPECIFICATIONS:

Age: 6+
 Max. fall height: 284cm
 Total height: 891cm
 Fall space dimensions:
 1880cm x 2175cm

Final designs and data depend on regional safety standards.
 Information on inclusion, please see page 61.





GIANTS are play for all, rich in play activities at both ground level and elevated level



Inclusive play – everyone can take part

Playgrounds should be inclusive and offer play for all, that's the KOMPAN philosophy. We work with universal design to ensure that children of all abilities, including children with disabilities, can participate in the play and enjoy thrilling play.

The GIANTS have a wide variation of play activities at ground level, extending all the way up to the sky. Through customisable ramps that are rich in play activities, all children have access to socially inclusive play.





Open steel grid panels and supportive side towers for high structural stability during heavy usage and extreme wind load.



Tube slide in stainless steel or polyethylene for long lifetime.



Transparent polycarbonate panels with multi-layer graphic print (on the outside), have vandalism-resistant and protective lacquer top layer. Both panels and lacquer are UV stabilised to prevent fading.

Totally resilient – built to withstand decades of wear and tear

The structural strength and the durability of the GIANTS components are based on technologies that children have “tested” around the world for years and drawn from product lines originally developed for the toughest environments.



Hot-dip galvanised steel posts with powder coating to prevent corrosion.



High-density polyethylene panels with maximum UV protection are highly resistant to sun and vandalism.

DIY Sketchpad

Design and colourise your own GIANT theme ...









KOMPAN[®]
DESIGNSTUDIO

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