



Special version with fruit motifs

Photo © Monica Bedmar

Play Value

This memory game, suitable for outdoors, is a well-known brain teaser. The aim of the game is to find matching pairs of cards, which promotes memory skills. Two players take turns to turn around two wooden tiles with pictures of animals on the back. If the two pictures do not match, they must be turned back around. This is continued until a pair is found. The player who has collected the most pairs at the end is the winner.

Fundamental characteristics

- Attractive design
- Incentive for playing: turn, push, recognise, assign

Recommended for

- Kindergarten children
- School children
- Young people - Adults
- Older people
- Supervised play areas, such as kindergartens, schools, after-school programmes or similar
- Public play areas without supervision, such as playgrounds, parks or similar

Barrier-free

- Independent play



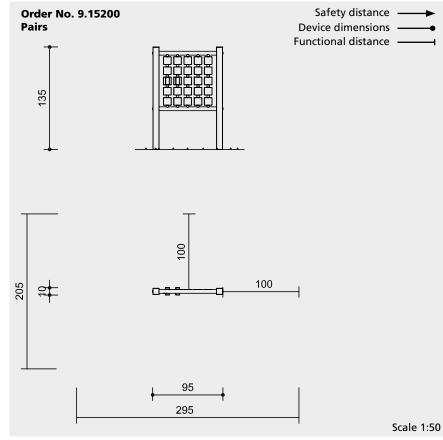


Pairs









Safety check according to DIN EN 1176

Components

1 Frame with panel, incl. 4 heavy-duty anchors

Registered Design 40 2020 202 223.7 Germany

Installation information

Surfacing requirements no requirements

Foundations 2 items 40 x 40 x 40 cm Excavation depth 60 cm

Attention:

Exact measurements may vary; for all installation dimensions refer to current assembly instructions. Technical changes reserved.

Technical information

Frame and standposts made of stainless steel; glass bead blasted

Ground anchor

All parts used for anchoring to the ground are made of hot-dip galvanised steel or stainless steel



For more detailed explanation of the quality characteristics see price list.

12 pairs of turnable timber pieces made of oiled mountain larch with animal theme on one side, mounted in sliding bushes

Animal themes made of stainless steel, laser cut and vibratory grinding

Pairs also available with special themes (Order No. 9.15210 / 9.15220)

Dimensions

(small deviations possible)

Height	1.35 m
Length	0.92 m
Width	0.10 m
Play area	0.70 x 0.70 m
Weight	45 kg

