In today's video game culture, how do we get kids off the sofa and back on the playground?

The answer is NEOS.

NEOS, the world's first electronic playsystems for the playground, combines the speed and reflex of video games with the explosive movement of aerobic exercise to create the most physically challenging and exciting activity ever to hit your playspace. As kids race each other and the clock, they are developing their agility, coordination, strength and stamina. They're building teamwork and cooperation skills. And they're having too much fun to notice.

Playtime is more electrifying for kids of all ages, thanks to NEOS.

- NEOS delivers a workout comparable to jogging or a game of soccer by combining the explosive movement of aerobic exercise with the speed and dexterity of video games.*
- NEOS promotes competition and teamwork while giving kids a heart-pounding, physically challenging workout, increasing heart rates by an average of 20%.
- NEOS is available in three system variations, each with multiple games for non-stop fun and discovery.

NEOS family features:

- Park-tough, weatherproof and designed to endure every challenge of outdoor life:
  - LED lights are inside steel housings and secured with vandal-resistant hardware.
  - Electronics are potted in an epoxy compound.
  - NEOS has been thoroughly tested for durability.
- LED light buttons are sensitive enough to accept a toddler's touch but tough enough to be vandal-resistant. LED lights are used for their long life and low power consumption.
- Operates on low voltage power. This can be supplied from a 12-volt transformer or solar power system. (For more information, see page 5.)
- NEOS is surface mounted. The preferred surfacing is concrete or black top (similar to a basketball court), but NEOS can be installed on an impact-absorbing surface as well. If installing indoors, we do not recommend carpeting.
- An optional 2-year extended warranty is available to make it a 3-year warranty on electronic parts. (See "Extended Limited Warranty" sheet on the BBS.)
- Includes a FREE instructional sign to explain each game to players.

*Source: Energy Expenditure at Play conducted by Geisinger Center for Health Research and Playworld Systems; August 2008.

PLAYWORLD SYSTEMS®
The world needs play.®

NEOS® 360

360 degrees of head-spinning, body-twisting, heart-pounding fun.

Features

Includes all the great features noted on page 1, plus:

- Visually stimulating - circular design builds peripheral vision, auditory and spatial awareness skills.
- Self-contained play station - includes a user control panel just outside the circle of play with player instructions on the back.
- Ergonomic - eight LED light buttons; top buttons were designed so a 7 year old can reach them without jumping, 5' (1,52m) in height.
- Energy-efficient - uses less power than a 100-watt light bulb during play. If not in use, it enters Rest Mode, and it will come back to life upon the touch of any button.
- Compact -10' (3,05m) diameter footprint; concrete pad measuring 14½' x 12' (4,42m x 3,66m) is sufficient to provide space for NEOS 360 and players.
- Customizable - choose one plastic color, one post color, and one component color.

NEOS® 360 Games:

Eight games with one and two player options. Each game can also be played as teams with multiple players. Players test their ability to stay balanced, anticipate responses and react while achieving a high score. Games are 45 seconds long (except Marathon).

1. Light Grabber - This classic NEOS game is for everyone; it's high energy and highly competitive!

Press as many of your colored lights as possible. Press the blinking lights for bonus points. Each button has its own unique sound when lit. Music increases in intensity the last ten seconds of the game as a warning to players that the game is coming to an end.

2. Zig Zag - Press the bouncing 'ball' as fast as possible. The game progressively speeds up as each ball is pressed. However, if no ball is hit for awhile, it slows back down. The starting lights always start on one of the four bottom lights. The zig zag pattern ensures that the bottom lights are always part of the game, so it is great for players who use wheelchairs and younger kids.

One-player game begins once you press your first light. Afterwards, it will zig zag and change direction half of the time.

Two-player game is like 3D ping pong. Be the first to press your colored light and you have 'served' the ball, changing direction towards your opponent. The light also changes to your opponents color.

3. Double Dots - The ultimate teamwork game! Press two lights at the same time; lights are opposite of one another and pressing both lights requires teamwork and cooperation. One and two player options should be played with teams of two. Choose the one player option for cooperative play. Choose the two-player game for both cooperative and competitive play.

4. Fire Fighter - Tap lights repeatedly (approximately 2-4 times) to put out the FIRE! The faster you put out the fire, the better your score. Multiple fires appear at once. Cooperate as a whole team of fire fighters and put out the fire together. The imaginative role playing possibility of Fire Fighter is perfect for younger kids.

5. Surround Sound - Players can make their own music and play lead guitar with this fun game. Each of the 8 buttons plays a different electric guitar sound. Tap the buttons to make your own music while the speakers completely surround you for a complete roll n' roll experience!

6. Rodeo - Be the first player to round up yer' 4 lights and make your opponents lights disappear. Many lights appear at once, making it great for team play. The lights turn on in patterns. The more you play, the more you can memorize the patterns and maximize your score! And you'll love the sounds…yeehaw!

NEOS® 360 Games: (continued)

7. Marathon - The most intense game of all NEOS games! Marathon encourages players to run full sprint and get a great workout.

How quickly can you hit 40 lights? This game uses a timer, not a score. The faster you hit all your colored lights, the lower your time. Challenge yourself and your friends to see who can get the quickest time.

In the one-player game, your first light appears randomly. Once you press it, the next light begins a series of 40 lights. It will continue in the same direction as you hit all your lights, however, on three separate occasions a light will double back one space to make it more challenging. Learn the pattern to get the best time!

The two-player game is the same as the one player with an added challenge; if you catch up to your opponent, you continue to move forward while your opponent drops back one light.

8. Ninja - Play to become the ultimate ninja champion! A sequence of 2 or 3 lights appear. Repeat this pattern exactly to receive higher points. Press the lights faster and receive even more points. Each pattern appears on the opposite side of the previous one.

	Light Grabber	Zig Zag	Double Dots	Fire Fighter	Surround Sound	Rodeo	Marathon	Ninja
Cooperative Play			●	●				
Memory						●	●	●
Reaction Time	●	●	●	●	●	●	●	●
Hand/Eye Coordination	●	●	●	●	●	●	●	●
Strategic Development	●	●					●	●
Self-Pacing	●		●		●	●	●	
Gross Motor Skills	●	●	●	●	●	●	●	●
Fine Motor Skills	●	●	●	●	●	●	●	●
Heart Pumping (Aerobic Activity)	●					●	●	
Lower Body	●	●	●	●	●	●	●	●

Providing Electric or Solar Power to Your NEOS®

I. You will need to choose if you'd like to power your NEOS via utility electric or solar power.

A. Utility Electric Power
Supplying the utility electric power for NEOS is easy. NEOS operates with 12-volt, DC power and is extremely safe. NEOS was designed to use less power than a 100-watt light bulb, on average. The power hookup required to run NEOS is very similar to that used by low-voltage landscape lighting systems.

If you have a utility shed or other structure nearby, NEOS can be easily powered from a standard 120-AC electrical outlet by using a transformer (power supply). With the purchase of a power supply and low voltage underground cable, you have everything you need to bring NEOS to life. Many power supplies are available online for less than US$150.

B. Solar Power
The low voltage and power requirements make NEOS a perfect candidate for solar power. A solar power system is slightly more complex than powering NEOS from an outlet, but the cost benefits and ability to locate NEOS anywhere might make solar power the right choice for you.

The size of the solar power system required will vary with your location and expected NEOS usage, but for many situations, a solar power system costing approximately $1000 will be sufficient. There are now many online vendors that sell solar power systems, and they can help you define the system for your particular needs.

II. Getting your power system installed.

Playworld Systems recommends that the specification and installation of the utility electric or solar power system for NEOS be accomplished by a qualified electrician. Power for NEOS is straightforward, but a professional installation will ensure there are no difficulties that could cause an unsafe condition or damage NEOS. The technical requirements detailed below are all that an electrician will need to determine the right components for your installation.

There is a great deal of leeway in which components to use, and these components are widely available from a variety of different vendors. Sourcing the 12-volt power supply and low-voltage wiring locally will ensure that you have exactly what you need for your specific installation at the best price.

III. NEOS power specifications

Voltage	12 V DC
Current Used During Game Play	2 amps – 10 amps
Current Used During Sleep Mode	1 amp
Recommended Current Supply	18 amps

As with other electronic devices, it is important that the power supplied to NEOS be as clean as possible. When supplying power from an existing electrical outlet or line, we recommend a high quality, fused AC to DC power supply. Because power quality varies from location to location, consult your local electrician regarding your particular need for transient voltage, surge suppression or other power conditioning equipment.