

Man-O-War

PCM1132



Item no. PCM113200-0902	
General Product Information	
Dimensions LxWxH	969x997x561 cm
Age group	4+
Play capacity (users)	53
Colour options	



The Man-O-War attracts the play pirate in any child that beholds it. The vast variety of activities offers multi-level fun play for everyone, again and again. Under deck a number of play stations attract children for dramatic play and socialising. A variety of climbing nets provide challenging access to get on board. Special design features enrich the

play, and support children's physical development. For example, the swaying movements of the hammock help children to develop their sense of balance. The slide and the fireman's pole both support posture and balance. The track ride adds immense thrill and supports children's proprioception, their understanding of their body movements. The

many lookout points and tactile details ensure hours of play for younger children and older, for great physical and imaginative fun.



Man-O-War

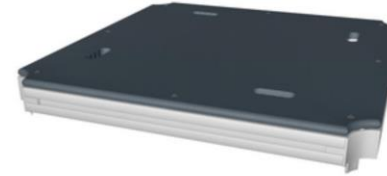
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Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



Main posts with hot dip galvanised steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanised inside and outside with powder coated top finish steel posts. Lead free aluminium with colour anodised top finish.



All decks are supported by unique designed aluminium profiles with multiple attachment options by usage of pressure moulded aluminium connectors. The HPL decks with a thickness of 17.8 mm with a very high wearing strength and a unique KOMPAN non skid surface texture.



The slides can be chosen in different materials and colours: Straight or curved moulded PE slides in yellow or grey colour. Full stainless steel in on-piece design for more vandalism proof solutions.



Nets and ropes are made of UV-stabilised PA with inner steel cable reinforcement. The rope is induction treated in order to create a strong connection between steel and rope which leads to good wear resistance.



The hang-on puller is designed with a welded steel core and covered with low-density PE housing. The two hot dip galvanised steel handles are angled to provide best possible ergonomic while gliding. The wheels of the puller are made of low noise TPU and installed with sealed ball bearings.

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Installation Information

Max. fall height	208 cm
Safety surfacing area	96,0 m ²
Numbers of installers (persons)	2
Total installation time	57.7
Excavation volume	2,40 m ³
Concrete volume	0,59 m ³
Footing depth (standard)	90 cm
Shipment weight	2.052 kg
Anchoring options	In-ground ✓

Warranty Information

EcoCore HDPE	Lifetime
Post	10 years
HPL decks	10 years
Ropes & nets	5 years
Spare parts guaranteed	10 years

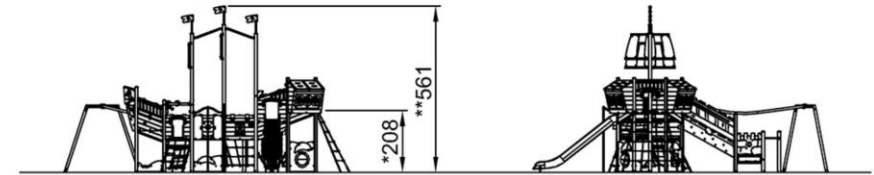
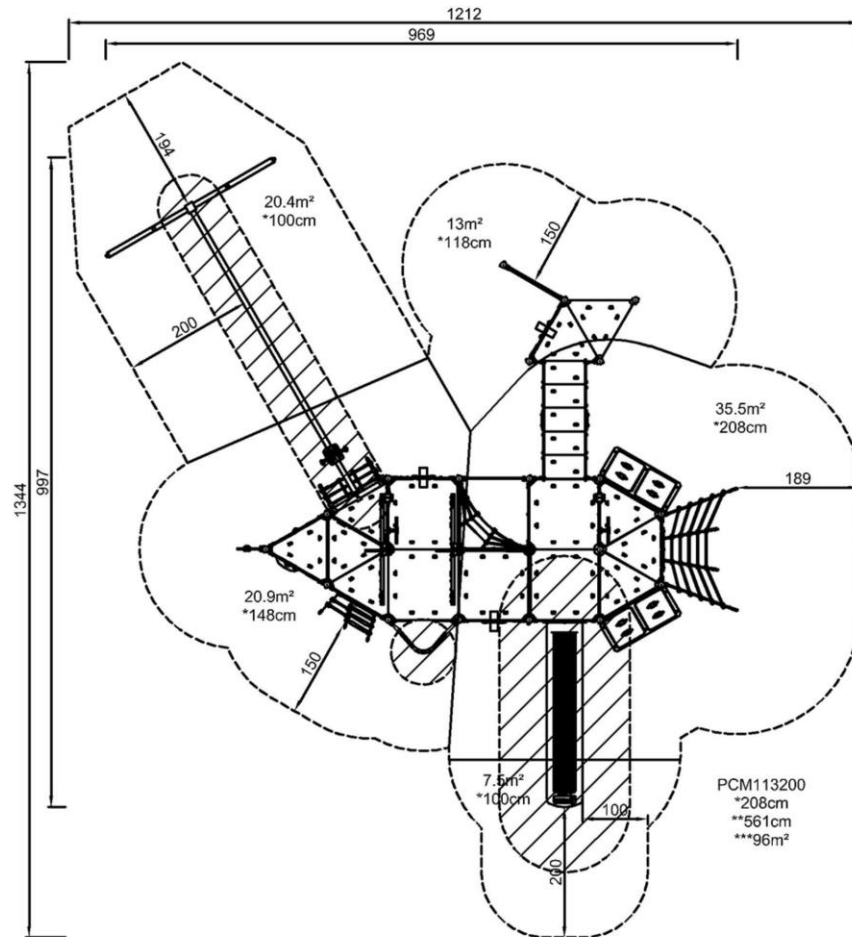


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* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height



PCM113200
1:300

[Click to see 1:100 ratio TOP VIEW](#)

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Track ride

Physical: train arm, leg and core muscles. Bone density when jumping down from the handholds and motor skills like agility, balance and coordination.

Social-Emotional: cooperation, consideration, turn-taking, risk-taking, self esteem



Accessible stairway

Physical: climbing the accessible stairway is for all and supports cross-coordination as well as arm and leg muscles. For young children, walking stairs and alternating feet is developed.

Social-Emotional: room for active breaks and adult helpers. An inclusive space.



Binoculars

Cognitive: the binoculars set a tangible theme and thus spur dramatic play. Dramatic play is a great trainer of language skills.



Ship

Cognitive: suggests a theme and supports dramatic play, which stimulates languages and communication skills.



Slide

Physical: sliding develops spatial awareness and sense of balance. Furthermore, the core muscles are trained when sitting upright going down.

Social-Emotional: empathy stimulated by turn-taking.

Cognitive: young children develop their understanding of space, speed and distances when sliding down fast.



Desk

Social-Emotional: fine meeting place and a space creator.



Boarding net

Physical: the inclined net supports the upward climbing movement of the body. Cross-coordination, balance and physical strength, when climbing.



Hammock

Physical: coordination and sense of balance when swaying.

Social-Emotional: pushing friends gently back and forth, turn-taking.

Cognitive: for toddlers cause and effect understanding.



Bubble window

Social-Emotional: invites interaction between outside and inside.

Cognitive: distorts the sound of the voice, developing logical thinking.



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PHYSICAL
Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL
Joy of being together:
teamwork, tolerance and
sense of belonging



COGNITIVE
Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE
Joy of creating:
co-creation and experimenting
with materials



BALANCE
To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



HANG IN ARMS
To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



SENSORY
To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE
To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP
To jump is the act of jumping up or down on a hard surface.



SLIDE
To slide is the act of moving fast downwards seated on a slide.



CLIMB
To climb is the act of moving upwards, cross-coordinating arms and legs, on a vertical or inclined surface or net.



PULL
To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



SOCIALIZE
To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



CONSTRUCT
To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



PUSH
To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN
To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL
To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK
To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



SWAY
To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



DRAMATIC PLAY
Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



ROTATE
To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING
To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



GLIDE
To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



RULES PLAY
Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER
To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.