

# MAN-O-WAR

PCM1133



Item no. PCM113300-0902	
General Product Information	
Dimensions LxWxH	31'7"x32'7"x18'5"
Age group	5 - 12
Play capacity (users)	54
Color options	



Ahoy! The Man-O-War attracts the play pirate in any child that sees 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 socializing. 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 which is their understanding of their body movements. This is

foundational for managing the world securely and confidently. The many lookout points and tactile details ensure hours of play for younger children and older, for great physical and imaginative fun.



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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 galvanized steel footing are available in different materials: Pressure impregnated pine wood posts. Pre-galvanized inside and outside with powder coated top finish steel posts. Lead free aluminium with color anodized top finish.



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



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



Nets and ropes are made of UV-stabilized 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 galvanized 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	6'10"
Safety surfacing area	1,272 ft <sup>2</sup>
Numbers of installers (persons)	2
Total installation time	65.3
Excavation volume	2.94 yd <sup>3</sup>
Concrete volume	0.77 yd <sup>3</sup>
Footing depth (standard)	2'11"
Shipment weight	4,697 lbs
Anchoring options	In-ground <input checked="" type="checkbox"/>

### Warranty Information

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

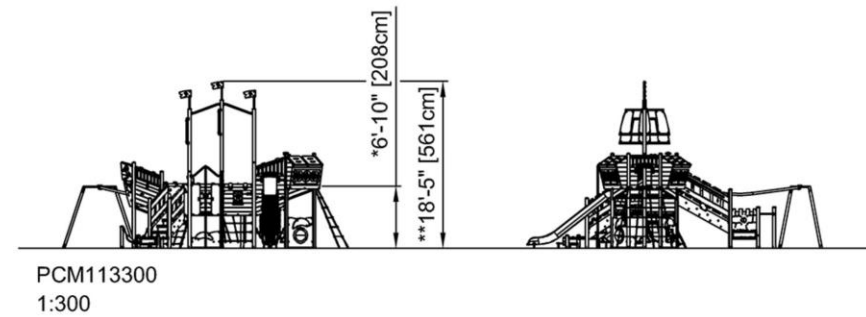
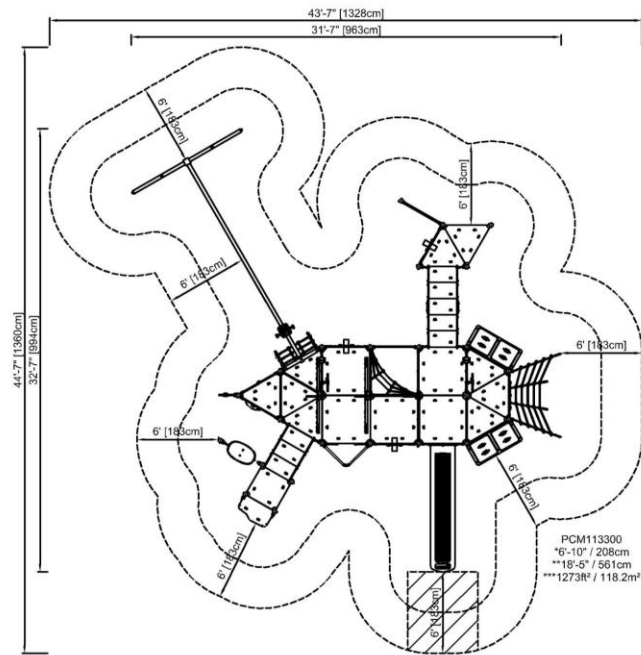
Elevated activities 13	Accessible elevated activities	Accessible ground level activities	Accessible ground level play types
Present	7	5	4
Required	7	4	3

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

\* Max fall height | \*\* Total height

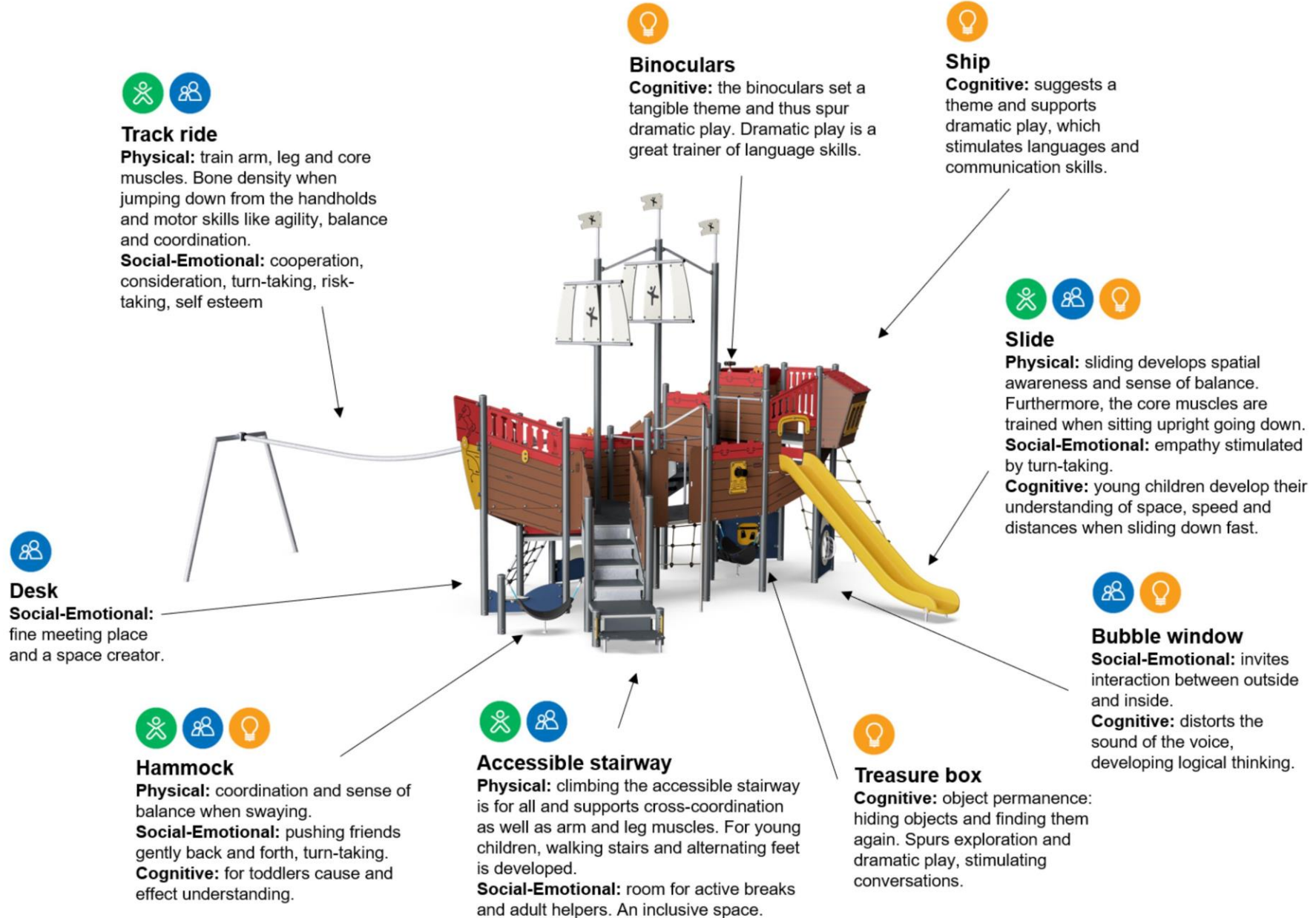


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1:300

[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



## 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.



## Bubble window

**Social-Emotional:** invites interaction between outside and inside.

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



## 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.



## 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.



## Treasure box

**Cognitive:** object permanence: hiding objects and finding them again. Spurs exploration and dramatic play, stimulating conversations.

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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.